Mechanicus

Mechanic's Manual

0.1 About this item

0.2. This is a spirit linked item linked to the player whose name is written in section A.1. part 0 of this item.

> 0.2.1. This item exists both in-play and out of play. In play it is proof that the PC is a mechanic with the skill to operate mechanicus devices. Out of play it is an informational document that describes mechanicus and is a record of the player's involvement in the mechanicus playtest.

0.3. This item cannot be given, sold, stolen, looted, or abandoned by a player character. It shall be kept on the appropriate player character's person, or with their personal belongings, or returned to a mechanicus marshal.

0.4 Agreement: By remaining in possession of this item, the player character (PC) acknowledges and/or agrees to the following:

> 0.4.1. That PC understands that mechanicus 0.4 is an isolated playtest conducted with the purpose of determining whether or not mechanicus is a viable addition to NERO.
>
> 0.4.2. The PC understands that the 0.4 playtest is conducted under supervision of the owners and is conducted by J. Gagin and G. Pritchet, The Adventurer's Guild (AG)
>
> 0.4.3. The PC understands that the information in this manual is subject to change or cancellation.
>
> 0.4.4. The PC agrees to provide information and ideas to the AG regarding the implementation of mechanicus.
>
> 0.4.5. The player agrees to attempt to find and exploit opportunities to gain unfair and unethical advantages using mechanicus, and report their findings to the AG.
>
> 0.4.6. The player agrees to actively participate in mechanicus playtest modules.
>
> 0.4.7. The player agrees to participate in discussion regarding the mechanicus playtest.

1.0 Table of contents

2.0 General Information

2.1. General Mechanicus is an addition to the Uncharted Realms chapter of the NERO live action role playing game. It provides and in game method for players to employ many of the existing in game effects through use and construction of simulated mechanical devices. This addition includes the skill Mechanicus which allows the use of mechanical devices and Mechanicus production which allows for the fabrication of mechanical devices.

2.2. Objectives This is version 0.4, the first playtest that is considered ready to present the concept of mechanicus to the players. The purpose of the mechanicus playtest is to determine whether or not the addition of mechanicus to the game:
a. enriches the in play experience of the players.
b. makes the game more interesting while avoiding unnecessary complexity.
c. provides interesting gameplay options.

In a phrase: is it fun?

2.3. Player involvement. This is a game we make together using all our ideas. Players involved with the Mechanicus playtest are encouraged to communicate their opinions to the adventurer's guild or directly to Joseph Gagin.

2.4. Isolated Playtest The 0.4 version of the playtest is the Isolated Playtest. The purpose is to determine whether or not mechanicus is fun while keeping it from impacting the rest of the in play environment and getting out of control.

    2.4.1. The only place that mechanicus procedures, rules, and items are valid is during a mechanicus module or other in play environment set aside for mechanicus.

    2.4.2. existing game rules are still valid during a mechanicus module

    2.4.3. in play information learned on a mechanicus module, interactions with NPCs on a mechanicus module, and player character development on a mechanicus module is generally only valid on mechanicus modules. Mechanicus modules are presented in a series of episodes. In game progress on a mechanicus module is valid for any mechanicus module, but irrelevant to the main game.

    2.4.4. Do not use build to purchase mechanicus production at this time. Production levels will be assigned during stress testing.

    2.4.5. Do not send a between game action email to plot about the mechanicus playtest.

3.0 Skill level progression

3.0.1 Mechanicus as a skill. The skill "Mechanicus" is the ability to use and construct mechanical devices.

3.1. Getting the Mechanicus Skill. The skill Mechanicus must be learned in play from certain NPCs who are willing to teach them. When the skill is learned the player will be able to use and refuel mechanicus devices

3.2. Mechanicus Production. After gaining the mechanicus skill the player will be able to purchase mechanicus production by purchasing levels of the craftsman skill and designating those as mechanicus production. Mechanicus production levels are used for constructing or repairing devices.
For the 0.4 playtest players will be temporarily issued mechanicus production levels according to the playtest organizer's discretion. This is done to stress test the mechanicus concept and fix production related problems before mechanicus goes live.

3.3. Record keeping. For purposes of this playtest Mechanicus skill and mechanicus production will be recorded on the back cover of this manual.

4.0 Using the mechanicus skill in play

4.0.1. Play Test environment limitations. For 0.4 version of the playtest the following actions can be performed as part of mechanicus playtest modules. They cannot be performed out in the main game environment.

4.1. General: Mechanics may use and refuel items as desired. There is not a per day limit.

4.2. Use item: The mechanic may use mechanicus devices, provided that the mechanic also has the skill to use the non-mechanical variant of the item. Example: If the mechanic intends to use an autosword that is based on a short sword the player must have mechanicus and short sword.

4.3. Refuel item: The mechanic may refuel an item if the mechanic has the fuel to do so.

4.4. Mechanicus Production: The mechanic may perform the following actions if they have enough unused mechanicus production to do so:

4.5. Repair item: This skill allows the mechanic to repair a mechanicus device that has been shattered or destroyed. Repairing costs one mechanicus production slot, the material requirements on the item card, and 10 seconds time per device level. *For playtest 0.4 there will only be level 1 devices*

4.6. Fabricate item: Use this skill to make an assembly or a device. Use production levels equal to the item level, a workbench with enough work slots, the necessary materials, and optional bonuses to fabricate the assembly or device. See the Fabricate section for the procedure.

4.7. Overhaul Device: Devices have an **overhaul date** in order to give an in play simulation of the wear a mechanical device will be subjected to due to being used in battle. Overhaul a device to replace worn out parts and restore it to proper function. This is similar to the expiration date used on items produced by formal magic.

4.8. License blueprint: Allows a mechanic to create a blueprint from a patent under authorization of the patent owner. Refer to the patent documentation to see the skill level and materials required to perform the procedure. See the invention section for more info on patents and licenses. *As of 0.4 this feature is not yet available*.

4.9. Invent item: Allows the mechanic to invent a new assembly or device. See the invention section for more info. *As of version 0.4 the invention portion of mechanicus is not yet available.*

5.0 Mechanicus tools and facilities

5.1. Mechanicus Goggles: These are required in order to read ancient patents and blueprints, and to use some ancient tools. The ancient artificers sought to keep their trade secrets by writing their documentation in ink that required properly tuned mechanicus goggles to read properly.

5.2. Tool Kit. This is a small pouch with some tools in it. The mechanic carries the tool pouch on their person. The mechanic is required to have the tool kit physrep and item card on their person or within reach to use mechanicus skills.

     5.2.1 Supplimental tools(Size S) These tools give the mechanic bonuses. They are kept in   the player's tool kit.

5.3. Work bench. This is the minimum equipment for fabricating or overhauling a mechanicus item. A workbench has **work slots** representing the space and time required to fabricate an item. work slots can be used to fabricate an item or to install **workbench tools.** Work benches can be installed as part of a player's normal cabin decoration or installed in a work shop. Suggested Physrep is a small bench with item card affixed. This is similar to the formal circle in magic.

5.4. Workbench tools. These are things that can be installed on a workbench to give bonuses to devices or make fabricating easier. The tools take up space on the workbench and require mechanicus skill slots to use. There are 3 sizes of workbench tools:

     5.4.1. Size M for work bench. These take up a work slot on the work bench.

     5.4.2. Size L for shop tools. These take up the space of an entire workbench in a workshop or   factory.

     5.4.3. Size XL for factory tools. These are large manufacturing machines that require a factory.   A factory tool takes up the space of one or more work benches in a factory.

     5.4.4. Power Supply Unit. Required to power some manufacturing tools. Factories have   space   for a power supply unit

5.5. Work Shop. A facility that can support larger tools than a work bench. Contains 2-6 work benches and their enhancements. It can also have work slots of its own.

5.6. Factory. A large building which has a power supply unit. Contains 5-12 work benches and their enhancements. It can also have work slots of its own.

Note that the above tools and facilities do not have set values. This is because some workbenches, workshops, and factories are better than others.

6.1. Fabricating an item. Fabricating an item is the mechanic's action of using their mechanicus production, components, workshop, etc. to produce a mechanically enhanced in-game item. It is similar to formal magic in that a marshal is required to referee the procedure.

6.2. Gathering the requirements. The mechanic has the responsibility to assemble the following things before attempting to fabricate an item:

6.2.1. A blueprint of the item to be made. The physical copy of the blueprint is required.

6.2.2. the necessary materials or components listed on the blueprint to make the item. These are in the form of small pieces of paper similar to formal component tags.

6.2.3. The necessary production levels. This will be verified by the mechanicus player's manual, section A.1. Optional techniques are included in this step.

6.2.4. a work bench or work shop with enough unused work slots to have room to fabricate the item. This will be verified by the item card for the applicable work bench.

6.2.5. optional item cards for workbench tools, shop, tools, or factory tools

6.2.7. the physrep that will be used for the finished item if applicable.

6.3. Meet with the mechanicus marshal. When the above things are gathered contact the mechanicus marshal to schedule a time to fabricate the items. Under most circumstances the fabrication procedure will be conducted prior to game on or at a reset. This way it will ensure that all the mechanic's skill slots are available. The mechanicus marshal shall:

6.3.1. Verify that the mechanic has brought the required items, blueprints, and tools to fabricate the item.

6.3.2. Verify the mechanic has enough production levels to fabricate the device.

6.3.3. Take the component cards from the mechanic. Calculate if fabricating the assembly/device is possible

6.3.4. count up the quality level components and optional quality modifiers and determine the overhaul date. Each blueprint has a section listing the requirements per quality level.

6.3.5. copy the item information from the blueprint to the item card. Print the item card.

6.3.5. Assign an item number and name to the item. The marshal shall ensure the name is appropriate and not misleading.

6.3.6. Initial the item card. The item is fabricated.

6.3.7. Make an entry in the mechanicus log book of the date, item number, name, mechanic's name, Marshal's name, and sign.

6.3.8. Remove component cards that are used in the fabrication from play. Return them to storage for issue in the next module or destroy them .

6.3.9. Hand these items to the mechanic: Item card of the newly fabricated item, special item or ability cards, blueprints, work bench item card, mechanic's manual.

6.3.10. This completes the fabrication procedure.

7.0 Inventing Mechanicus Items.

7.1. This space reserved for inventing. To be released with version 0.5.

8.0 Repairing and Overhauling Mechanicus Items

8.1. Repairing a Device. Repair a mechanicus device when it has become unusable by either being shattered, destroyed, or some other in play mechanism with an equivalent effect. This restores the device to functionality.

8.2. Repairs are conduced in play and do not require a mechanicus marshal.

8.3. Repair restores a device to the level of functionality that it had before being broken. It is not possible to make changes to any of the attributes of the device through the repair process.

8.4. Repairing a device does not modify the overhaul date.

8.5. To repair a device perform the following procedure:
    8.5.1. Prerequisites. Must have these items within reach: Mechanic's tool kit, Mehcanic's manual, Physrep of mechanicus item, Item card of mechanicus item, Enough parts to perform the repair.
    8.5.2. Materials: Make sure you have the parts. Check the mechanicus item card
    8.5.3. Production levels. Make sure you have enough production levels. See the item card.
    8.5.4. Role play repairing the item for the required time it takes to repair the item. If you are struck by an attack or must stop then the count starts over. The base time to repair is 10 seconds per item level.
    8.5.5. Tear the item tags for the parts used to repair the item, announce "repair complete". This completes the repair procedure.

8.6. Overhauling a Device. Overhaul a device when its overhaul date is close or has passed. A device cannot be used or repaired when its overhaul date has passed. This is intended as an in-play simulation of actual wear on a mechanical device.

8.7. General. Each device has an item card that lists the overhaul date. To perform the overhaul the mechanic must refer to the item blueprint. Each item requires a base set of materials to overhaul, as well as a list of materials to use for each quality level. quality level is expressed in a number that corresponds to the number of months until that device will need to be overhauled again. On the date a device is built or overhauled count up the number of quality levels, express it in months, and give the item a new overhaul date that many months in the future.

8.8. Prerequisites: Mechanicus tool kit, unused production levels, work bench with unused work slot(s), blueprint of the item to be overhauled physrep of the

item to be overhauled, item card for the item to be overhauled, enough materials to overhaul the item and add the desired number of quality levels.

8.9. Procedure: Gather the prerequisites and meet with a mechanicus marshal. The mechanicus marshal shall verify that the mechanic has the prerequisite skills, tools, physreps, parts at the proper quantities and note the new overhaul date on the item card. If there is no more room then print a new item card.

8.10. The device cannot be given new attributes or bonuses during the overhaul procedure.

9.0. Reading Mechanicus in play Documents

9.0.1. This section contains information on how to read part cards, item cards, and blueprints

9.1. Part Card. These are small cards measuring 1" x 2.5". They are similar in use to loot cards or formal component cards.

9.1.1 "Uncharted realms Mechanicus Play test" header. Identifies this card as part of the mechanicus play test.
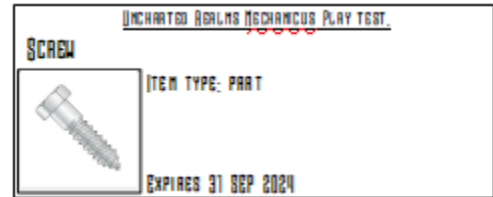
9.1.2. Item Name. The name of the item. This is used to identify the item for the purpose of using parts to build mechanicus devices.

9.1.3. Item Type: Item types itentify the general usage of a part, assembly, or device. See section 10 for item type descriptions.

9.1.4. Expiration Date: This is the last event an item is valid. Playtest items can be recalled before the expiration date if necessary.

9.2. Item card. These are business card sized cards which accompany the in game device physrep per game rules. These cards have basic information about the item.

9.2.1. "Uncharted Realms Mechanicus Play Test". Identifies the item as pert fo the mechanicus play test.

9.2.2 Item name. The item name is assigned by either the blueprint or by the mechanic when an item is constructed. General guidance os for the item name to be concise, descriptive, and accurate to the function of the item.

9.2.3. Item Type. Item types itentify the general usage of a part, assembly, or device. See section 10 for item type descriptions.

9.2.4.
9.2.6. Refuel Quantity: The number of magic stones required to be spent fueling the device each event. To refuel, tear the appropriate number of fuel tags. This is similar to spending components to use cantrips.
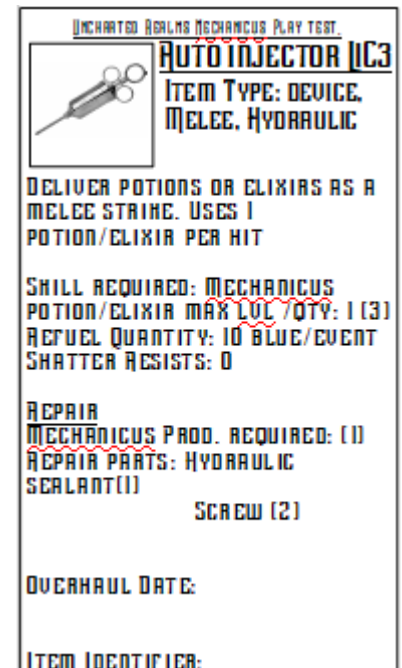
9.2.7. Shatter Resists: this is the number of times a device can resist a shatter effect.

9.2.8. Repair: The mechanicus skill level required to repair a device and the number of slots spent at that level to repair the device.
9.2.9. Repair parts. These parts are required to be spent and tags torn to repair the device after it has been shattered or destroyed.
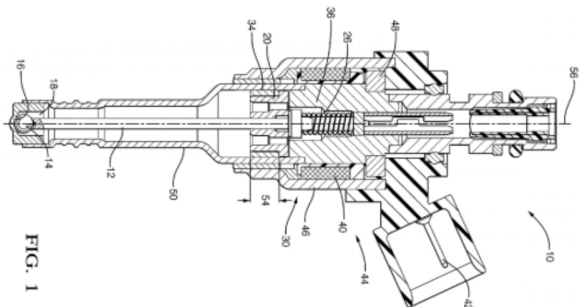
9.2.10. Overhaul date: The item is considered worn out after the overhaul date. It is not usable. The mechanic must overhaul it using the parts listed on the item's blueprint.

9.2.11 Item identifier: an alphanumeric code that identifies the NERO chapter, the patent holder, the blueprint, and the individual item. This is done to track items as well as ensure items are overhauled using the correct blueprint.

9.3. Blueprint. A blueprint is a half sheet that contains the information needed to fabricate an assembly or device and how the assembly/device will function.

9.3.1. A sample blueprint:

MECHANICUS BLUEPRINT					
BLUEPRINT TITLE	NUMBER	LICENSED BY	LICENSED TO	DATE (IRL)	EXPIRE (IRL)
AUTO INJECTOR L1C3	00.00.01.02-	Playtest 0.4		1 SEP 2023	31 SEP 2024

FIGURE 1. PARTS LAYOUT	ITEM DETAILS	
	ITEM NAME	AUTO INJECTOR L1C3
	ITEM TYPE	DEVICE, MELEE, HYDRAULIC
	FUEL PER EVENT	(10)
	SKILL REQUIRED TO USE	MECHANICUS 1 (1)
	MAX POTION/ELIXIR LVL (QTY)	1 (3)
	FABRICATION	
	PRODUCTION LEVELS	(3)
	WORK SLOTS	(1)
	MATERIALS (QUANTITY)	HYDRAULIC PUMP ASSEMBLY 1 (1) MANIFOLD 3 (1) SCREW (4) PIPE (1) VIAL (3) HYDRAULIC SEALANT (1)
	QUALITY LEVEL	
ITEM NOTES: 1. DEVICE ALLOWS A POTION OR ELIXIR TO BE DELIVERED AS A MELEE STRIKE OR ATTACK. 2. THE EFFECT OF THE POTION OR ELIXIR BECOMES A CARRIER EFFECT. 3. THE INJECTOR PORTION OF THIS DEVICE IS NOT ARMOR PIERCING, THEREFORE THIS DEVICE IS NOT EFFECTIVE AGAINST ARMORED TARGETS UNLESS THEY CHOOSE TO ACCEPT THE EFFECT. 4. VERBAL FOR THIS DEVICE IS "ACTIVATE [NAME OF POTION/ELIXIR]" 5. ONE POTION OR ELIXIR IS CONSUMED PER STRIKE WITH THIS ITEM. 6. THIS ITEM CAN BE RELOADED WITH POTIONS OR ELIXIRS WHEN NOT BEING ATTACKED	PRODUCTION LEVELS	(1)
	MATERIALS	SCREW (2)
	WORK SLOTS	(1)
	REPAIR	
	PRODUCTION LEVELS	(1)
	MATERIALS	SCREW (2) HYDRAULIC SEALANT (1)
	OVERHAUL	
	PRODUCTION LEVELS	(1)
	WORK SLOTS	(1)
	MATERIALS	SCREW (2) HYDRAULIC SEALANT (1) ALCHEMICAL SOLVENT (2)

9.3.2. Title: The name of the blueprint and also the default name of the devices made using the blueprint.

9.3.3. Number. Alphanumeric 00 through ZZ. First two digits are the NERO chapter, second two are the mechanic's identifier, next two are the patent number, next two are blueprint copied from the patent, then a dash. Items fabricated using this blueprint have numbers 001 through 999 after the dash.

9.3.4. Licensed By:. Name of the mechanic who holds the patent.

9.3.5. Licensed to: Name of the mechanic who owns this blueprint

9.3.6. Dates: date blueprint is made and date expires. Expiration dates are negotiated between patent holder and licensee.

9.3.7. Figure 1, parts layout. Artwork. It does not have an effect.

9.3.8. Item name: copied from the patent. Devices made from this blueprint can have the same name or a different name as desired.

9.3.9. Item type: A single word descriptor of the basic functionality of an item. See the item types section for more details

9.3.10. Fuel Per event. The fuel consumed by the finished device per event.

9.3.12. Max potion/elixir level (qty) The maximum level of a potion or elixir that the device can use, and the number of potions/elixirs it holds. This is for hydraulic devices. One potion or elixir is used per hit while there are still potions loaded. Misses do not consume potions/elixirs.

9.3.13. Fabrication. Production levels. The number of mechanicus production levels required to fabricate the item

9.3.14. Work slots. The number of work slots on a work bench required to fabricate this item.

9.3.15. Materials (qty). The list of materials and their quanitities required to make the item

9.3.16. Quality level: the Mechanicus production levels, work slots, and materials required per quality level. The mechanic may add as many quality levels as they have skill and parts to add.

9.3.17. Repair. The production levels and parts required to perform a repair. Copy this information to the item card during fabrication

9.3.18 Overhaul. The parts, production levels, and facilities required to overhaul the item.

9.3.19 Item notes. A series of sentences that describe the function of the item in narrative form.

10.0 Descriptions of item types

10.1. General. Item types are a one word descriptor of the general attributes of an item.

10.2. Melee: The item is designed to be used to strike another player. A physrep is required for this item and that physrep must conform to weapon safety regulations. When this item is used in play it must strike another player for the item to affect that player.

10.3. Ranged: The item requires the user to deliver effects using a thrown packet. The item physrep is not designed to strike another player. Crossbow physrep rules apply. The user must strike the target with a packet for the item to affect that player

10.4 Utility. The item is intended to be used similarly to a magic item. It is carried around on the player's person. The effect of the item is generally performed by the mechanic on themselves, touch cast, or packet delivered. There a physrep requirement, but no requirement for a NERO safe weapon.

10.5. Goggles: Any item with the goggles item type can be used to attempt to read encrypted patents, documents, item cards, or other mechanicus related documentation. The physrep for item type goggles is something eyewear related.

10.6. Tool kit. Any item with the tool kit item type is required in the repair, overhaul, and fabrication of devices. The tool kit physrep is something that is arguably a tool kit. Tool kits are generally carried on the player's person. They are used but not consumed during use.

10.7. Tool: Tool item types are used to fabricate, overhaul, or repair devices. They are not consumed during use. The tool size indicator S, M, L, XL determines where a tool is used. Tools do not require a physrep.
      10.7.1. tool size S: carried in a tool kit.
      10.7.2. tool size M: mounted to a work bench
      10.7.3. tool size L: a large tool for a work shop
      10.7.4. tool size XL: a large factory tool

10.8. Facility: This is a stationary resource such as a work bench, work shop, or factory. These are used in fabriction and overhaul. They are generally left in a player's living quarters. Physreps for these are part of a player's cabin decoration. These are similar to a formal circle.

10.8.1. Work Bench: The machanic can install M size tools.

10.8.2. Work Shop: The mechanic can install work benches and M or L size tools. *Not   available in 0.4*

10.8.3. Factory: The mechanic can install work benches, M, L, and XL size tools. *Not available   in 0.4*

10.9. Part. These are consumed during repair, fabrication, overhaul of devices. These are used similarly to formal component tags. Physreps are not required. When a part is used the tag is torn and discarded. Parts are the most basic item. They can be produced by smithing if the smith has the blueprint.

10.10. Assembly: an assembly is multiple parts put together but does not yet have the full functionality of a device. They can be produced using the mechanicus skill and the proper parts. There is no physrep requirement. Assemblies use tags similar to formal components. When the assembly us used to fabricate a device tear the tag and discard it.

10.11. Fuel. These items are used to fuel mechanicus devices. Physreps are not required. When refueling a device tear the correct number of fuel tags and discard them.

10.12. Device: a finished product that performs an in-game function.

10.13. Kinetic: This item extracts the magical energy from the magic stones and converts it to kinetic energy.

10.14. Hydraulic: this device extracts the magical energy from the magic stones and converts it to pressure for moving fluids.

10.15. Energetic: this device extracts the magical energy from the magic stones and converts it to an electromagnetic field.

10.16. Thermal: this device extracts the magical energy from the magic stones and converts it to heat.

A2. Definitions

A2.1. This section reserved for definitions of terms.

A2.1.1. Assembly: An item that is not a complete device. An assembly requires mechanicus skill, blueprint, workbench, and parts to be assembled. They can also be found in modules.

A2.1.2. Part: The most basic of items used in mechanicus. Basic parts can be assembled using smithing production and the proper blueprint. Parts can also be found in modules.

A2.1.3. Device: A complete mechanicus item that performs an in-game function.

A2.1.4. Tool: An implement used for a task. Tools are required to perform repairs, overhauls, and fabrications. They are carried on the mechanic's person. They are not consumed as part of the task.

A2.1.5. Facility: An implement used for a task, like a tool, but generally remain stationary in a player's cabin. They are required to perform fabrication and overhaul. A facility is similar to a formal circle.

A2.1.6. Work slot. A numerical representation of the space and time required to fabricate or overhaul a device.

A2.1.7 Mechanic: a character who has one or more levels of the mechanicus skill.

A2.1.9. Fabrication: the act of constructing an assembly or device.

Mechanicus Training Log

Part 0 The below player character has the Mechanicus skill

Player IRL Name	Character Name	Issued by

Part 1 Mechanicus playtest module log

Module title	date	Marshal initials	production