

MECHNOIR

Player's Guide



The Mechnoir Player's Guide is for use with the core rules found in *Technoir*, a high-tech, hard-boiled roleplaying game by Jeremy Keller.

Visit TechnoirRPG.com for more information and downloads.

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CONTENTS

Generation	3
Verbs	4
Adjectives	5
Connections	6
Objects	7
Tags	12
Contention	13
Armor Rules	14
Vectors and Scale	14
Restoration	15
Exposition	16



GENERATION

1. Select three training programs

Pick three **programs** that your protagonist has undergone from the table below. You may pick the same **program** twice, but not for all three selections.

2. Determine verb ratings

Fill in the first box for each **verb** on your protagonist sheet. For each **program**, fill in an additional box for each of the three **verbs** it teaches.

3. Select adjectives

For each **training program**, select one of the listed **adjectives** that best describes your protagonist and write it on your sheet next to a **+**. Or you can come up with your own. Mark both boxes next to that **adjective** to indicate it is **locked**.

4. Select three connections

Pick from the starting **Transmission**. Note the name and city of each **connection**. You can also add your fellow protagonists to your **connections** list.

5. Assign relationship adjectives

Go around the table. When it's your turn, pick a **relationship adjective** from the "Relationship Adjectives" on page 5 and assign it to one of the characters on your **connections** list. Repeat as often as everyone can get a relationship **adjective**.

6. Purchase objects using kreds

You start with 10 Kreds. Buy **objects** from the catalog in this booklet by paying the listed cost. Write the **object** and its **tags** on your protagonist sheet. You can buy additional upgrade **tags** for 1 Kred each. **Objects** with the **implant tag** cost 5 Kreds to install. **Connections** with the **shark, fix, stable, or splice** favors can provide loans or discounts. Tell the GM whenever you call in a favor. Two favors per **connection** max.

7. Finish the protagonist

Name your character. Write a short description. Start with three **Push dice**.

TRAINING PROGRAMS

Program	Verbs (increase each by 1)	Adjectives (pick one)
Emissary	COAX, PROWL, and TREAT	<i>charming, prepared, or smart</i>
Enforcer	COAX, MOVE, and FIGHT	<i>brutal, fast, or tough</i>
Gunner	DETECT, HACK, and SHOOT	<i>accurate, quick, or ruthless</i>
Marshal	FIGHT, PROWL, and SHOOT	<i>persistant, quiet, or strong</i>
Medic	DETECT, MOVE, and TREAT	<i>clinical, fearless, or practiced</i>
Priest	COAX, MOVE, and TREAT	<i>authoritative, calm, or determined</i>
Rigger	FIGHT, OPERATE, and SHOOT	<i>brave, healthy, or intuitive</i>
Smuggler	HACK, OPERATE, and PROWL	<i>ace, savvy, or sneaky</i>
Technician	DETECT, HACK, and OPERATE	<i>clever, meticulous, or technical</i>

VERBS

Verbs describe your protagonist's ability to perform actions relevant to the criminal adventures she will become involved in. They are used to create positive and negative adjectives on other characters and their objects.

Here are descriptions of the nine verbs. Listed with each are examples of adjectives it might be used to create.



COAX

Used to influence people through words and body language.

- | | |
|--------------|----------------|
| ☒☒ Eager | Confused ☒☒ |
| ☒☒ Supported | Embarrassed ☒☒ |
| ☒☒ Confident | Shamed ☒☒ |



DETECT

Used to notice details, track people, and use rig and transport sensors.

- | | |
|---------------|-------------|
| ☒☒ Watched | Marked ☒☒ |
| ☒☒ Recognized | Nervous ☒☒ |
| | Paranoid ☒☒ |



FIGHT

Used to attack bare-handed and with melee weapons (or with a rig's limbs).

- | | |
|-------------|------------|
| ☒☒ Shielded | Stunned ☒☒ |
| | Bruised ☒☒ |
| | Severed ☒☒ |



HACK

Used to access and manipulate other's objects, rigs, and transports electronically.

- | | |
|---------------|--------------|
| ☒☒ Monitored | Hacked ☒☒ |
| ☒☒ Secured | Glitching ☒☒ |
| ☒☒ Firewalled | Crashed ☒☒ |



MOVE

Used to get around under your own power—run, swim, climb, jump.

- | | |
|-----------|-------------|
| ☒☒ Pushed | Outpaced ☒☒ |
| | Sprained ☒☒ |
| | Broken ☒☒ |



OPERATE

Used to drive vehicles, pilot transports, and control rigs.

- | | |
|-------------|-------------|
| ☒☒ Directed | Shaken ☒☒ |
| | Dented ☒☒ |
| | Totalled ☒☒ |



Prowl

Used to sneak around and get into places you are not wanted.

⊞+ Hidden

Distracted ⊞-

⊞+ Disguised

Oblivious ⊞-

Blind ⊞-



Shoot

Used to attack with ranged weapons, like those mounted on rigs and transports.

⊞+ Covered

Shocked ⊞-

Bloody ⊞-

Maimed ⊞-



Treat

Used to mend physical and psychological wounds.

⊞+ Stimulated

Nauseated ⊞-

⊞+ Strong

Poisoned ⊞-

⊞+ Healthy

Diseased ⊞-

ADJECTIVES

Adjectives are traits that make you stand out.

Here are a list of potential positive **adjectives** you could use when creating a new protagonist. You're not required to use these, you can always make up your own.

ace
aggressive
agile
alert
analytical
angry
artistic
attentive
authoritative
bossy
brainy
brave
brutal
calm
careful
charming
clever
clinical

creative
cute
deadly
detailed
determined
discrete
empathic
energetic
fast
fearless
friendly
funny
handsome
healthy
heavy
impulsive
intuitive
knowledgeable

large
light
limber
logical
loud
meticulous
musical
obedient
observant
passionate
patient
persistent
practiced
precise
prepared
quick
ruthless
savvy

seductive
sexy
short
small
smart
sneaky
spatial
steady
strong
stubborn
stylish
tall
technical
threatening
tough
twitchy
unpredictable
violent

Relationship Adjectives

affectionate
dependent
loyal

lustful
obsessive
protective

respectful
sympathetic
trusting

CONNECTIONS

Connections are characters that your protagonist knows well. Well enough to do her a solid. They have two main functions within the game: info and favors.

INFO

Connections can provide your protagonist with information. When you lean on a **connection**, the GM will have you roll a die and use the result to consult the Transmission.

FAVORS

You can go to a **connection** for certain favors. Each **connection** can provide one or more of the following (as listed with their stats in the Transmission):

Date

Attend a function with you, gaining you access somewhere you wouldn't be welcome otherwise.

Deal

*Provide a dose of drugs. First time is free, 1 Kred thereafter. Taking them gives you the negative sticky adjective of **high**. Once in the next contention, you can treat all the **Hurt dice** of a roll as positive results. Declare after you roll.*

Fence

Buy a bulk load of stolen merchandise for 5 Kreds.

Fix

*Sell you up to three **objects** in specified categories, each discounted by 2 Kreds. Add the **stolen tag** to each.*

Ride

Transport you, a friend, or illicit goods to or from a location on Mars.

Shark

Lend you 10 Kreds, expecting repayment. Mark this in the 'debt' column.

Splice

*Install a cybernetic **object** (or an **object** with the **implant tag**) for free.*

Stable

Front you the money for any rig or transport, including any upgrades. You owe service to the connection until you can pay the debt back. Mark this in the 'debt' column.

Note that the more you use a **connection** for favors, the more it will be revealed that he is involved in the ongoing plot. This may result in the connection needing you for a favor or maybe even cause him to turn against you.

OBJECTS

Objects are your stuff. High-tech devices that gain you an advantage over the have-nots. Each **object** has a handful of **tags** that describe its capabilities. The **objects** here are specific to *Mechnoir*. Those found in the Technoir Player's Guide should also be available.

PILOTING GEAR

Flight Suit

All-purpose wear for transport crew.

Tags: display, emergency shute, gesture input, impact armor, linked, sound

Base Cost: 6

Upgrades: condition monitor, life support, toolkit

Rig Control Suit

Measures muscle and neural signals to control rigs.

Tags: cerebral input, display, exoskeleton, gesture input, linked, sound

Base Cost: 6

Upgrades: condition monitor, life support, toolkit

RIGS

Dancer 38

A high-speed rig designed to get in and out of dangerous territory.

Coyote 5F

A light rig used for stealth and mobility.

Warsaw D9

A dangerous rig designed to cut through rock and other defenses.

Recke 20

A sturdy rig designed for defensive deployment.

Thatcher C1

A mobile drilling rig converted into a walking weapons platform.

Trionfo 33

The largest humanoid rig, built for large-scale construction and demolitions.

TRANSPORTS

R11 Gazer

A fast and agile dropship built to get in and out of dangerous situations.

RT3 Koridia

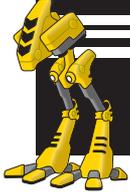
A cargo ship that deploys rigs to remote regions of Mars.

Dancer 38

A high-speed rig designed to get in and out of dangerous territory.

Base Cost: 16

Upgrades: infrared, machine gun, pulse laser, sonar imaging, thermal-dampeners, thermal imaging



TAGS

- armor
- cam
- boosters
- linked
- mic
- ostrich legs
-
-
-
-
-
-

UPGRADE TAGS

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NEGATIVE ADJECTIVES

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Coyote 5F

A light rig used for stealth and mobility.

Base Cost: 17

Upgrades: infrared, machine gun, pulse laser, sonar imaging, thermal-dampeners, thermal imaging



TAGS

- armor
- articulate arms
- cam
- fast
- linked
- mic
- quiet
-
-
-
-
-

UPGRADE TAGS

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NEGATIVE ADJECTIVES

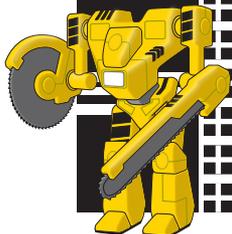
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Warsaw 09

A dangerous rig designed to cut through rock and other defenses.

Base Cost: 18

Upgrades: burst cannon, flame thrower, infrared, machine gun, missile battery, pulse laser, shovel, sonar imaging, thermal imaging



TAGS

- armor
- armor
- articulate arms
- cam
- heavy
- linked
- mic
- sawblades

UPGRADE TAGS

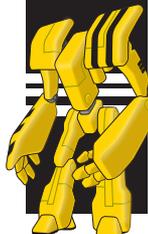
NEGATIVE ADJECTIVES

Recke 20

A sturdy rig designed for defensive deployment.

Base Cost: 19

Upgrades: burst cannon, flame thrower, infrared, machine gun, missile battery, pulse laser, shovel, sonar imaging, thermal imaging



TAGS

- armor
- armor
- articulate arms
- cam
- heavy
- linked
- mic
- shields
- stabilizers

UPGRADE TAGS

NEGATIVE ADJECTIVES

R11 Gazer

A fast and agile dropship built to get in and out of dangerous situations.

Base Cost: 19

Upgrades: burst cannon, infrared, machine gun, missile battery, pulse laser, sonar imaging, thermal imaging

TAGS	armor	○	UPGRADE TAGS		○	NEGATIVE ADJECTIVES		○
	cam	○			○			○
	hover	○			○			○
	huge	○			○			○
	linked	○			○			○
	mic	○			○			○
	pod	○			○			○
	rotorfans	○			○			○
	thrusters	○			○			○
		○			○			○
	○		○		○			
	○		○		○			

RT3 Koridia

A cargo ship that deploys rigs to remote regions of Mars.

Base Cost: 22

Upgrades: burst cannon, infrared, long range rockets, machine gun, missile battery, pulse laser, rail cannon, sonar imaging, thermal imaging

TAGS	armor	○	UPGRADE TAGS		○	NEGATIVE ADJECTIVES		○
	armor	○			○			○
	cam	○			○			○
	cargo	○			○			○
	heavy	○			○			○
	hover	○			○			○
	huge	○			○			○
	linked	○			○			○
	mic	○			○			○
	pod	○			○			○
pod	○		○		○			
thrusters	○		○		○			

TAGS

Tags describe the capabilities and features of **objects**. Here are definitions of each of the tags listed with the **objects** in the previous section.

Some tags mention that they trump other tags. This means the other tag can't be used to react against an action from the trumping tag.

armor: ferro-plastic plating that protects from ballistic and impact attacks
(defenders can voluntarily disable an *armor tag* to negate the effects of an attack after any *Push dice* have been spent)

articulate arms: mech limbs that can be employed to lift and manipulate objects

burst cannon: rapidly fires heavy projectiles

cam: bi-lens camera system capturing stereoscopic eyeRez video images

cargo: can be used to transport large, heavy crates

cerebral input: direct mental control of the Interface (trumps *gesture input*)

condition monitor: sensors to track heart rate, pulse, and other vitals

crane: a mechanism for lifting heavy cargo.

display: high resolution imaging projected into the viewer's vision

fast: limb articulation for rapid movement over ground

gesture input: captures body movement to interact with the Interface

heavy: weighs more than other objects in its category

huge: significantly larger than other objects in its category (trumps *large*)

(*huge* rigs and transports can have entire crews operating them rather than a single rigger or pilot. Each crew member gets a turn in a round, but may not use vehicle tags used by another member in the same round)

impact armor: protective garments designed to stop blunt and sharp attacks

infrared: senses light beyond the human-visible spectrum

life supprt: sealed from the elements with an oxygen supply and waste recyclers

linked: wireless connection to personal and Interface networks

long-range rockets: fires guided projectiles over long distances

loud: makes a high volume, imposing noise

machine gun: a rapidly firing ballistic weapon

mic: a sensitive omni-directional microphone

mining drill: a large tool used to bore into rock

missile battery: fires an array of explosive projectiles at once

pod: used to transport and deploy up to 4 armor points of vehicles or rigs
(each vehicle takes up as many points as it has *armor tags*)

pulse laser: fires undulating waves of destructive energy

quad legs: the mech walks on four legs for better stability

rail cannon: magnetically fires a heavy projectile at high speeds

rotor-fan(s): rotor blades housed in a cylindrical shell

shovel: mechanism used to dig earth

sonar-imaging: emits and senses sound waves, presents data visually

sound: three-dimensional, immersive audio playback

strong: limb articulation that can apply great force

thermal dampeners: coolant used to fool thermal sensors

thermal-imaging: heat sensors displayed as a visual overlay

thrusters: jets that provide increased speed in the air

toolkit: hand held instruments used to make minor repairs to rigs and transports

CONTENTION

1. Recharge Push dice

- The player starts an action with all of her **Push dice** charged.

2. Assemble the dice

- The player gets a number of **Action dice** equal to her rating in the **verb** she is using.
- She can add a **Push die** for each positive **adjective**, **object**, or **tag** that helps her.
- She must take a **Hurt die** for each negative **adjective** she has.

3. Describe the action

- The player uses her **verb**, **adjectives**, **objects**, and **tags** to inspire a narrative of the action that would assert the intended **adjective** on her target (or damage a **tag** on a targeted rig or transport).

4. Roll the dice

- The player rolls all of her **Action**, **Push**, and **Hurt dice**.
- The **Hurt dice** cancel out any and all matching **Action** and **Push dice**.
- The highest number on her surviving **Action** or **Push dice** is her **result**.

5. Determine reaction

- The **verb** the target uses to react determines his **reaction rating**.
- For each, positive **adjective**, **object**, or **tag** that helps him, he can discharge a **Push die** and increase his reaction rating by 1.

6. Resolve the roll

- If the player's result is higher than the target's reaction rating, her action is effective.

7. Apply the adjective or damage a tag

- With an effective action, the player asserts a new **adjective** on the target.
- By default a new **adjective** is **fleeting**. Don't mark either box next to the adjective:

unstable	<input type="checkbox"/>	<input type="checkbox"/>
----------	--------------------------	--------------------------
- She can spend 1 **Push die** from her rolled dice to make it **sticky**. Mark one box next to the adjective:

Dented	<input checked="" type="checkbox"/>	<input type="checkbox"/>
--------	-------------------------------------	--------------------------
- She can spend 2 **Push dice** from her roll to make it **locked**. Mark both boxes next to the adjective:

Crippled	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
----------	-------------------------------------	-------------------------------------

Or:

- With an effective action, the player can damage a one of a targeted vehicle's **tags**.
- She can spend 1 **Push die** from her roll to **disable** a target vehicle **tag**. Mark the circle next to the tag with one slash to mark it disabled:

boosters	<input checked="" type="checkbox"/>
----------	-------------------------------------
- She can spend 2 **Push dice** from her roll to **destroy** a target vehicle **tag**. Mark the circle next to the tag with two slashes to mark it destroyed:

boosters	<input checked="" type="checkbox"/>
----------	-------------------------------------

8. Discharge Push dice

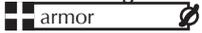
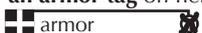
- Any **Push dice** left in the player's roll are discharged.

9. Respect the adjective or tag damage

- Play continues with the new **adjective** or damaged **tag** representing a change in the narrative.

ARMOR RULES

Rigs and transports all have one or more *armor tags*. Whenever these vehicles would receive physical damage, the operator can choose to sacrifice an *armor tag* instead.

- To avoid a disabled *tag* or a sticky *adjective*, she can **disable** an *armor tag* on her vehicle instead. 
- To avoid a destroyed *tag* or a locked *adjective*, she can **destroy** an *armor tag* on her vehicle instead. 

Push dice are still exchanged as per the original intent. Disabled and destroyed *tags* may not be used again until they are repaired.

VECTORS AND SCALE

Generally, individual humans and personal weapons are not large enough to affect rigs, transports, and other massive vehicles. And individual humans are too small to be effectively targeted by rig and transport weapon systems. So the rule of thumb is that one size category cannot hurt the other. But there are exceptions to this when characters find appropriate vectors.

- Individuals can affect massive vehicles when they band together. Each supporter rolls to give an actor a fleeting positive *adjective* to represent his help (or the GM might automatically give the actor a positive *adjective* based on a large number of non-player supporters). The number of supporters required is however many is needed to make the action sound feasible to the table. The actor then uses at least one of those positive *adjectives* in a roll against a rig or transport.
- Individuals can use sabotage to affect massive vehicles. But this requires first getting inside or onto the rig or transport. A roll to inflict a fleeting *adjective* such as *boarded* or *infiltrated* may be required before the destructive sabotage roll is made.
- Rigs and transports have exponentially more computing power than individual specs or headjacks. So banding together or sabotage is also required before a direct **HACK** roll can be used to damage these vehicles.
- Because these vehicles make so much noise, an open channel of communication must be established before any **COAX** rolls can be made to or from rigs and transports. If one party doesn't want to talk and switches off their coms, some hacking might be needed first.
- A rig or transport pilot might find it difficult to affect one individual, but she can easily hurt several at once with explosive weapons or stomping. Use the rules on page 114 of *Technoir* to affect multiple targets.

RESTORATION

After a contention, use this procedure to mend negative **adjectives**, repair damaged **tags**, and advance your protagonist's **verbs**.

Fleeting adjectives are immediately removed

- After a scene is over, any fleeting **adjectives** go away right away.

Sticky adjectives and disabled tags require mending

- To remove a sticky **adjective** that describes physical, emotional, or social damage to your protagonist, make a **TREAT** roll.
- To remove a sticky **adjective** that describes damage to an **object's** hardware or to repair a disabled **tag**, make an **OPERATE** roll. For software, make a **HACK** roll.

Locked adjectives and destroyed tags require replacement

- For a locked **adjective** that describes physical, emotional, or social loss to your protagonist, implant an **object** that replaces what has been lost. This downgrades the **adjective** to sticky, which can be mended as above.
- For a locked **adjective** that describes damage to an **object**, pay half the **object's** full cost for replacement parts. This downgrades the **adjective** to sticky, which can be mended as above. (Or you can always obtain a whole new **object**.)
- For a destroyed **tag**, pay 1 Kred to purchase a replacement. This downgrades the **tag** to disabled, which can be repaired (installed) with an **OPERATE** roll as above.

Roll the dice

- Whoever is making the roll adds a **Hurt** die for each of their own negative **adjectives** and one for each of the negative **adjectives** of their patient. Also include a **Hurt** die for each disabled or destroyed **tag**.
- If the patient is attempting to improve one of their primed **verbs**, they should indicate which one before a roll is made.
- The difficulty rating is 4.

Resolve the roll

- If the roll's result is higher than the difficulty rating, the **adjective** is eliminated or the **tag** is repaired.
- If the roll's result is equal or less than the difficulty rating, the **adjective** or **tag** remains as is. Another attempt cannot be made until the character receives another sticky or locked **adjective** or another **tag** is damaged.
- If one of the **Hurt** dice results is higher than the primed **verb** that is intended for advancement, the **verb's** rating increases by 1. Not to exceed 5.
- If the **verb** increases, any and all prime marks are erased.
- If the **verb** does not increase, all existing prime marks remain.

EXPOSITION

Life on Mars...

TECHNOLOGY

Massive walking machines called “rigs” were engineered to carve into the red husk of Mars and construct new colonial structures for those who fled an Earth that didn’t want them anymore. Only practical in low-gravity environments, these mechanized giants are piloted by specialized riggers who use cerebral inputs to command the rigs as extensions of their own body. But when the colonies turned against each other, these rigs were retrofitted with weapons and utilized for their destructive capabilities in a war that spans the red planet.

ENVIRONMENT

Mars has a toxic atmosphere, horrific sandstorms, and less than half of Earth’s gravity. It’s not exactly easy for anyone to live here. This forces colonists to huddle together in the sealed domes and underground structures the rigs built. Even inside, farming is less than sustainable and pollution is a growing danger as the ability to recycle or replenish Earth’s imported resources is limited.

SOCIETY

The various communities that live on Mars came to escape religious and political persecution on Earth. Now far from their oppressors, it didn’t take them long to turn their disdain towards each other. War has broken out between the planet’s three primary factions: the personality cult of the Shiat al-Raj’a, the Martian Autonomist Union, and the cloned zealots of “The Chosen.” Now the working-class riggers, once responsible for building the colonies, have been called on to be the warrior class that might bring society’s destruction.



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