

"Mecha Power Cores" is an ongoing project initiated by Sleep Dep Creations and Gallantry Productions, and expanded upon by UKG Publishing. This is an open document, meaning that it is designed to change and expand over time. There is a lot of room for expansion in Mecha Power Cores. If you would like to contribute something new, or suggest improvements, please contact us at:

MODERNIZED@IntrepidHeroes.com

# THE BASICS

mecha.

A power core is considered to be part of the mecha chassis. It does not take up any equipment slots unless otherwise noted in the description. A mecha's power core affects its uptime, speed, and reliability. A mecha's power core is one size smaller than the mecha. A power core is a self-contained unit that includes storage space for its fuel and emissions. All base mecha come with a standard Fusion Core. When purchasing a mecha chassis, you may choose another power core in lieu of the standard Fusion Core.

**Uptime:** the number of hours the mecha can operate before refuelling.

**Fuel:** what substance the power core consumes for energy. All mecha are considered to have enough storage space for whatever fuel their power core consumes.

**Emission:** the by-product of the power core's fuel consumption, if any. These are stored internally unless otherwise noted.

**Purchase DC modifier:** the amount which the power core modifies the Purchase DC of the mecha chassis.

To determine the purchase DC of mecha power core on its own, apply the core's Purchase DC modifier to the base mecha's Purchase DC and subtract 6.

Installing a power core in a mecha superstructure requires a successful Craft (mechanical) check (DC 20) and an investment of time based on the mecha's size: Large 10 minutes, Huge 30 minutes, Gargantuan 1 hour, Colossal 3 hours. If the power core takes up additional slots, double the installation time for each additional slot.

# **POWER CORES**

# Electric Power Core (PL 5)

The first mecha, when large mechs emerge in PL 5, run on electricity. These primitive mechs are used primarily for heavy labour and are not suited for combat. This power core requires a constant connection to an external power source, essentially a long extension cord. This cord is expensive (Purchase DC 25 for a 20ft length) and gives mechs a very small operational range.

# BACKUPS

It is possible to install more than one power core in a mecha. An additional power core takes up either a torso or back slot (2 torso or 2 back slots on a Colossal mech). This is in addition to any extra slots the second power core takes up. Secondary power cores are often installed as a redundant system, to prevent a lucky hit from disabling the mech. Additional power cores also increase the mech's uptime; when one core runs out of fuel, another takes over. A second power core, therefore, effectively doubles mecha uptime.

This power core is unable to meet the demands of energy-based weapons; such weapons cannot operate on a mecha powered by an Electric power core. This power core decreases the mecha's base speed by 15ft and increases the mecha's Dexterity penalty by 4.

Uptime: Infinite as long as it is plugged in.

Fuel: Electricity Emission: None

Purchase DC modifier: -8

# Solar Energy Processor (PL 5)

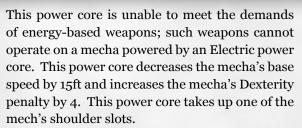
Solar power was considered an option to alleviate the need for bulky extension cords. This power core is essentially the same as the Electric Power Core, except that power is received by an arrangement of bulky solar collectors on the mecha's shoulders (these collectors have a hardness of 10 and 5 hit points). The main disadvantage of this power core is its need for direct solar contact to function. The mecha cannot operate in any environment that does not have direct exposure to sunlight.











**Uptime:** Infinite as long as it remains in an area

with direct exposure to sunlight

Fuel: Solar Energy Emission: None

Purchase DC modifier: -7

### **HEMI Power Core (PL 5)**

It was only a matter of time before someone took a truck motor and tried to put it in a mecha chassis. A HEMI engine can only be installed in a Large mecha. This power core is unable to meet the demands of energy-based weapons; such weapons cannot operate on a mecha powered by a HEMI Power Core. This power core decreases the mecha's base speed by 10ft and increases the mecha's Dexterity penalty by 2.

**Uptime:** 2 hours **Fuel:** Diesel fuel

**Emission:** Carbon dioxide and carbon monoxide gases. Mecha equipped with a HEMI power core must have an exhaust port to release these emissions. These gases appear as a black cloud and confer a +10 bonus to Spot checks made to spot the mecha.

Purchase DC modifier: -10

# Universal Fossil Fuel Combustion Engine (UFFCE) (PL 5)

Developed in late PL 5, this engine briefly

revolutionized the energy industry before the perfection of fusion power. This highly efficient combustion engine accepts all types of fossil fuels, including natural gas, diesel, and propane. This power core is unable to meet the demands of energy-based weapons; such weapons cannot operate on a mecha powered by a UFFCE power core. This power core decreases the mecha's base speed by 10ft and increases the mecha's Dexterity penalty by 2.

**Uptime:** 8 hours. **Fuel:** Any fossil fuel

**Emission:** Carbon dioxide and carbon monoxide gases. Mecha equipped with a UFFCE power core must have an exhaust port to release these emissions. This gas cloud is visible in cold weather and confers a +5 bonus to Spot checks made to spot the mecha in a cold environment.

**Purchase DC modifier: -6** 

# Nuclear Power Core (PL 5)

When the military began to consider mecha for combat applications, their first prototypes ran off nuclear reactors similar to those found in submarines. Though dangerous, these nuclear mechs proved to the military the effectiveness of mecha as a combat platform. On a successful critical hit, there is a 50% chance that core containment is breached and the crew suffers radiation damage. This power core decreases the mecha's base speed by 5ft.

**Uptime:** 20 hours **Fuel:** Uranium rods.

**Emission:** Radioactive waste. This material is incredibly dangerous and will deal radiation damage if not disposed of properly.

#### Purchase DC modifier: -4

#### Wireless Power Receiver (PL 5)

Based on the work of Nikolai Tesla, this simple mecha power system receives electric power wirelessly from a transmitter. As long as the mech is within the transmission radius of the power source (referred to as a "wireless power field), it can operate indefinitely. Without any backup systems, however, this mecha cannot operate outside of a wireless power field. This core takes up so little room that the mecha gains an additional torso slot (2 additional torso slots on a Colossal mech). This power core decreases the mecha's base speed by 10ft and increases the mecha's Dexterity penalty by 2.

**Uptime:** Infinite as long as it remains inside a

wireless power field Fuel: Electricity Emission: None

#### Purchase DC modifier: -4

Wireless Power, as well as many other inventions of Nikolai Tesla, are detailed in the upcoming d20 supplement "Tesla's Legacy," from Gallantry Productions and Sleep Dep Creations.

# Fusion Core (PL 6)

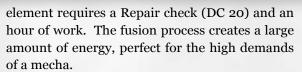
The basic power core of all mecha, fusion cores work on the same principles that power our own Sun. A self-contained chamber fuses atoms of one elemental material (usually hydrogen) together to form another elemental material (helium, in the case of hydrogen fusion). Fusion cores must be configured for the element which they are using for fuel, and come configured for hydrogen by default. Configuring a fusion core for a different











Uptime: 40 hours.

Fuel: A quantity of a single, pure element (usually

hydrogen).

Emission: A quantity of another single, pure

element (usually helium).

**Purchase DC modifier:** +0

### Fusion-Fission Combined Reactor (PL 6)

A marvel of Fusion Age efficiency, the Fusion-Fission reactors combine two complementary technologies in one package. It is essentially a Fusion Power Core that vents into a special Fission Reactor, which splits the emission back into the same pure element used as fuel in the Fusion Power Core. The combined reactors manage to compliment each other enough that the Fission process is nearly effortless, overcoming the typical laws of conservation that limited such a process in the past. Essentially, this power core recycles its own waste. This conservation of materials isn't perfect, as some matter is lost, and refuelling is still a necessity (although it is needed far less often). Mecha equipped with Fusion-Fission Combined Reactors benefit from a tenfold increase of uptime compared to a normal Fusion Power Core. The only downside is the amount of space this unit takes up. A Fusion-Fission Combined Reactor takes up a torso slot (2 torso slots on a Colossal mech). Both the Fusion and Fission reactors must be configured for the elements they will fuse and fission, respectively; they come configured for hydrogen and helium by default. Configuring a Fusion-Fission Combined Reactor for different elements requires a Repair check (DC 20) and an hour of work for each half of the unit; one for the fusion core, and one for the fission core.

Uptime: 400 hours

Fuel: A quantity of a single, pure element (usually

hydrogen) **Emission:** None

**Purchase DC modifier:** +2

# Constant Kinetic Energy Generator (CKEG) (PL 7)

Thanks to the breakthrough of gravity induction that defines PL 7, the CKEG is a revolutionary power core that eliminates fuel consumption. Using gravity inductors to keep a series of turbines in perpetual motion, a CKEG power core is safe and efficient. It also allows for faster and more maneuverable mecha, something especially useful for the Gargantuan and Colossal mecha that emerge in PL 7. The only downside is that the perpetual motion of the core wears down on parts, and the whole core usually requires replacement after a hundred hours. This power core increases the mecha's base speed by 10ft and reduces the mecha's Dexterity penalty by 2.

Uptime: 100 hours

Fuel: None Emission: None

Purchase DC modifier: +4

# Matter-Antimatter Reactor (MAMR) (PL 8)

The MAMR power core represents a major leap in energy generation. The combination of pure matter and pure antimatter in a controlled environment yields a massive amount of energy with no by-products. This power core increases the mecha's base speed by 20ft and reduces the mecha's Dexterity penalty by 8.

Uptime: 1600 hours

Fuel: Bulk matter and antimatter

**Emission:** None

Purchase DC modifier: +12

# POWER CORE GEAR

These are similar to gadgets, but apply exclusively to power cores. The Purchase DC modifiers apply to the mecha's base Purchase DC.

### Extra Fuel Tank (Universal)

Some mecha builders choose to sacrifice component space to fit in additional fuel. Adding this option takes up two additional slots on the mecha: one for the extra fuel, and one for the extra emissions (a power core that produces no emissions only requires one extra slot for the fuel). An extra fuel tank increases a mech's uptime by a number of hours equal to half the power core's base uptime. This addition may be applied several times. Each Extra Fuel Tank takes up additional slots and adds additional hours to the mech's uptime.

**Equipment Slots:** 1 or 2 slots (see above); must be any combination of back, torso, belt, or leg slots.

Purchase DC modifier: +1

# Water Processing Plant (PL 6)

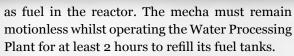
Mecha equipped with a Fusion Core can be fitted with this simple device. When immersed in water, this equipment will gather hydrogen to be used











Equipment Slots: 1, must be torso or legs.

Purchase DC modifier: +2.

#### Matter Sieve (PL 6)

With the advent of fusion technology, the problem of finding fuel became less of an issue. A Mecha fitted with a Matter Sieve can process the very air around it to extract pure hydrogen for use as fuel within its Fusion Core. Therefore, the mecha's fuel is effectively unlimited. The Sieve If the Mecha is operating in a vacuum or hydrogen free atmosphere this device will not work.

**Equipment Slots:** 2, must be torso or back.

**Purchase DC modifier: +4.** 

# PERFORMANCE ENHANCERS

# Injection Unit (PL 5)

This form of core enhancement injects a richer mixture of fuel into the core chamber. This increases the mecha's base speed by one-half (rounded down), but reduces the mecha's uptime by half. This equipment can only be installed on a mecha whose power core uses fuel (that is not electricity).

Equipment Slots: 1 (equivalent).

Activation: None.
Duration: Persistent.
Purchase DC: 16.
Restriction: None

## Turbo Booster (PL 5)

The most basic form of core performance enhancement, the turbo boost increases the Mecha speed by one half (rounded down) for short bursts. This addition can be activated each round, but for each round of use, there is a cumulative 5% chance of core failure (e.g. if used for 3 consecutive turns, there is a 15% chance of failure). Each time the Turbo Boost is used, roll a d%. If the roll is in the failure range, the core will fail. This failure can range from a complete loss of power to a catastrophic meltdown and explosion, depending on the core and the cruelty of the GM.

Equipment Slots: 1 (equivalent).

Activation: Free Action.
Duration: 1 round.
Purchase DC: 12.
Restriction: None.

### Overdrive (PL 6)

The overdrive unit provides the mech with a burst or power that doubles its speed for one round, but at the cost of using one hour's worth of fuel in that one round. Additionally, there is a cumulative 10% chance that the core will fail (e.g. if used for 3 consecutive rounds, there is a 30% chance of failure). Each time the Overdrive is used, roll a d%. If the roll is in the failure range, the core will fail. This failure can range from a complete loss of power to a catastrophic meltdown and explosion, depending on the core and the cruelty of the GM.

Equipment Slots: 1 (equivalent)

Activation: Free Action.
Duration: 1 round
Purchase DC: 18.

# SAMPLE MECHA

XM5 Abrams Suit (a.k.a. "Rad Man") (PL 5)

The US Military's first prototype Mech, the XM5 Abrams helped proved to the world the effectiveness of Mechs in conventional warfare. However, it did not help prove the viability of nuclear reactors in such Mechs. The XM5 was often nicknamed the "Rad Man" because of the dangers presented by its Nuclear Power Core. Though all precautions were taken, test pilots for the XM5 often ended up with severe radiation poisoning. There was also the catastrophic Ilsa Hona disaster, where an XM5's core breached during combat exercises and exploded, decimating the island and contaminating the surrounding water.

Size: Large (-1 size)
Power Core: Nuclear
Uptime: 20 hours

Superstructure: Alumisteel

Armor: Duraplastic Armor Penalty: -4 Str Bonus: +8 Speed: 25ft Hit Points: 100 Hardness: 10

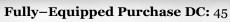
Bonus to Def: +3 Reach: 10ft

Dex Penalty: None

**Standard Equipment Package:** Pilot's cockpit (head and torso), Bulwark Tactical Shield (left arm), Warpath Recoilless Rifle (right arm), M-53 Firestar Rocket Launcher (shoulders), 6-rocket pack for M-53 (back), Life Support System (boots), Comm system (no slots).







Restriction: Mil (+3)

#### Dervish-Class MRF Mech (PL 7)

The Dervish-Class MRF (Multi-Role Fighter) Mech is exactly what it says: an excellent multirole fighter. It can dominate both land and sky and engage in both melee and ranged combat.

Size: Huge (-2 size)
Power Core: CKEG
Uptime: 100 hours

**Superstructure:** Neovulcanium **Armor:** Crystal Carbon Armor

Armor Penalty: -8 Str Bonus: +16 Speed: 40ft Hit Points: 200 Hardness: 20 Bonus to Def: +8

Reach: 10ft

Dex Penalty: None

Standard Equipment Package: Pilot's cockpit (helmet and torso), Thruster Boots (boots), Jet-Assist Wings (shoulders), Class V Sensor System (visor), Barricade Tactical Shield (left arm), PS-25 Tiger Claws (left hand), M-300 Rhino Mass Cannon (right hand and right arm), Chrysanthemum Laser Array (back), Advanced Diagnostics (belt), Comm system (no slots).

Fully-Equipped Purchase DC: 48

Restriction: Mil (+3)

# Killgore-Class CQB Mech (PL 7)

This command Mech is the personal ride of one particularly sadistic senior officer who loves to "get his hands dirty". The CQB sports twin claws as its

main weapon – the pilot's favoured tactic is to rip and shred the enemy to pieces. Combined with enhanced sensors for greater target acquisition and a "souped-up" fusion reactor, the CQB brings a fearsome intensity to the battlefield. The CQB usually leads a squad of Dervish-Class MRF'

**Size:** Gargantuan (-4 size) **Power Core:** Fusion Reactor

**Uptime:** Unlimited (except in areas with no ambient source of hydrogen, in which case the

uptime is 20 hours)

Superstructure: Neovulcanium

Armor: Resilium Armor Armor Penalty: -5 Str Bonus: +24 Speed: 75ft Hit Points: 550 Hardness: 20 Bonus to Def: +2

Reach: 15ft
Dex Penalty: -2

Standard Equipment Package: Pilot's Cockpit (Torso), Enigma Sensor Suite (Belt), Class V Sensor System (Left Leg), Barricade Tactical Shield (Left Arm), 2 PS-25 Tiger Claws (Left & Right Hands) 2 T-95 Cavalcade Chainguns\* (Shoulders), Matter Sieve (Back), Injection Unit (Right Leg), AX3 Dragon Flame-Thrower (Boots), LX-20 Antishock Array (Cranium), 3 Structural Enhancement (Visor, Helmet, Right Arm), Comm system (no slots)

\* These T-95 Cavalcade Chainguns are firelinked weapons. They fire as a single weapon (using a single attack roll). The fire-linked T-95s deal 10d6 points of ballistic damage on a successful hit. Fully-Equipped Purchase DC: 53

**Restriction:** Mil (+3)

### Ballista-Class LDV Mech (PL 8)

The Ballista-Class LDV (Longshot Delivery Vehicle) is a fast Mech that takes advantage of the best PL 8 technology. Designed solely as a delivery system for the LT-5 Longshot, Ballista-Class Mechs typically operate in groups to take large targets down (the idea being to give the enemy too many targets to attack at once). The mech's right "arm" acts as the Mass Driver's ammo reserve. This "arm" is designed for easy removal and replacement; a properly-equipped crew can remove an empty arm and replace it with a fully-loaded one in under a minute. The main drawbacks of the Ballista-Class LDV Mechs are their lack of close-range weaponry and small ammo capacity.

Size: Large (-1 size)
Power Core: MAMR
Uptime: 800 hours

**Armor:** Reactive Armor

Superstructure: Megatitanium

Armor Penalty: -5 Str Bonus: +8 Speed: 75ft Hit Points: 100 Hardness: 30 Bonus to Def: +7

Reach: 10ft

Dex Penalty: None

**Standard Equipment Package:** Pilot's cockpit (torso & back), Crackerjack Neural Link (helmet), LT-5 Longshot Mass Driver (left arm & shoulders), 10 rounds LT-5 ammo (right arm),











Fully-Equipped Purchase DC: 52

Restriction: Mil (+3)

### Ballista-Class Nemo Mech (PL 8)

The Ballista-Class Nemo is a quadruped Mech that takes advantage of the best PL 8 technology. Designed primary as a first-strike delivery system for the M-87 Talon Missile, Nemos typically operate in groups to annihilate enemy strongholds (the idea being to saturate the enemy with missiles and completely eliminate the target within mere seconds). The Nemo was created from the ground up to operate in the crushing depths of any large body of water. It's superstructure and extraordinary fortification allows to withstand extreme pressures, it's sensor system allows to maintain an one-hundred mile target-detection radius, and it's co-pilot cockpit allows for there to always be an operator at the ready. In fact, due to it's water processing plant and fusionfission combined reactor, it really only needs to surface to restock on foodstuffs. However, being over one hundred feet long, it has a storage hold able to contain more than one thousand pounds. The main drawbacks of the Ballista-Class Nemo Mechs are their lack of close-range weaponry and small ammo capacity, as well as their extreme size and prohibitive cost. Still, these have found a home in most of the world's largest navies.

Size: Colossal (-8 size)

Power Core: Fusion-Fission Combined Reactor

Uptime: 400 hours

**Superstructure:** Neutronite **Armor:** Reactive Armor **Armor Penalty:** -5

Str Bonus: +32 Speed: 70ft

Hit Points: 800 Hardness: 25 Bonus to Def: +0

Reach: 15ft Dex Penalty: -4

Standard Equipment Package: Pilot's cockpit (Belt), Oracle Targeting System Mark IV (Helmet), Class VI Sensor System (Helmet), Medium Fortification (2 slot equivalent), Co-Pilot Cockpit (Back & Torso), Life Support System (Cranium), HV-5 Haven Escape Pod (Torso), Zero-G Stabilizer (Right Leg), Nanorepair Unit (Left Arm), Fusion-Fission Combined Reactor (Torso), Water Processing Plant (Left Leg), Tsunami 480 Plasma Cannon (Right Arm & Visor), 2 M-87 Talon Missile Launchers (Shoulders), 1 4-pack of M-87 Talon Missiles (Left Arm), Comm system (no slots)

Fully-Equipped Purchase DC: 68

Restriction: Mil (+3)

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

- 1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
- 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- 3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- 5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
- 6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

- 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
- 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- 10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- 12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- 13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- 14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Mecha Power Cores Copyright 2005, Sleep Dep Creations, Gallantry Productions, and UKG Publishing; Authors David S. Gallant and John Milner

DECLARATION OF OPEN GAMING CONTENT: The entirety of this document is open gaming content.