

MECHWARRIOR 3RD EDITION – TANGENT PATHS PREVIEW

NEW TRAITS

PHOTOGRAPHIC MEMORY

Cost: 2

Characters with Photographic Memory can recall anything they've ever been exposed to with uncanny accuracy. When trying to recall any obscure fact or information that would involve a skill roll (such as for an Academic or Interest skill), the TN modifier of –3 if the character has that skill. Otherwise the character gets a –1 modifier. Characters may also find this trait useful in conjunction with Streetwise, Protocol, Speed Reading, Appraisal, and Perception skills as well. Characters with this trait may also remember documents written in foreign languages and be able to recreate them for other characters to translate (Gamemaster's should adjust the TN appropriately for such actions). If the character is consciously trying to remember anything they see, they may recall the information by making a saving roll instead of a normal skill or attribute roll. The MoS/MoF should be used to recall extra detail or perceived but incorrect information about the data in question.

NEW SKILLS

SLEIGHT OF HAND (NEW, DIFFICULT, DEX/INT)

This skill is most common among pick pockets and illusionists. The general idea is to misdirect your audience while skillfully moving items and hiding or revealing them. Characters with sleight of hand can make watches disappear off wrists, make coins mysteriously vanish, and pull someone's chosen card out of a deck.

Sleight of Hand can only be used on small objects that can be palmed. In order to succeed, the character must make an opposing skill check against the target(s) Perception skill. The base TN is dependent on whether the maneuver is a pre-arranged trick or an effort to do something underhanded that the target won't notice at all. The TN for a pre-arranged trick is 4. For any other Sleight of Hand attempt, the base TN is 10. If there is more than one target (such as an audience), the opposing roll should be based on each individual; if that is too unwieldy, then use the average of all the Perception bonuses (rounded down).

The target character's Perception Skill bonus is divided in half (round down) due to the fact that the character attempting the sleight of hand is trained in misdirection. If the target character also has the Sleight of Hand skill, they receive the full value of their Perception skill bonus plus half their Sleight of Hand skill bonus (round up) because they know what to look for. Modifiers to the TN are as follows.

Anything smaller than half the character's palm size receives a –1 modifier to the TN. Anything twice as large as the character's palm receives a +1 modifier if it can be made smaller than the palm and a +2 modifier if it can not. Anything larger than twice the character's palm size can be the target of a Sleight of Hand unless the character has a prearranged device to aid with the attempt. Even then there is a +2 modifier to the target number. If the target item is physically on a person, there is a +2 modifier to the TN for that character only.

If the attempt fails, the target(s) becomes aware of what has happened and will know exactly what the character has done. The Gamemaster has sole discretion based on the MoF on just what the target(s) perceive. If the attempt succeeds, the target never sees what happens. If the attempt was not prearranged, the attempt will go unnoticed by the target for at least 30 minutes for each point of MoS. Even then, the target will only know that they are missing something, but not know who did it unless they make a successful opposing Perception skill check against the character's Sleight of Hand (using the same modifiers as before). A target with the Sleight of Hand Skill has this time reduced by half, and will be able to figure out in short order who tricked them and how without the Perception skill check. A MoS of more than +5 means the character has successfully switched items and will not be found out no matter what.

SPEED READING (NEW, DIFFICULT, INT/WIL)

This skill confers the ability to read and comprehend information at levels faster than people normally do. In MechWarrior, this usually relates to being able to read anything from books to datapads to instrument readings in the blink of an eye and know exactly what information is there. The speed at which a standard 21x28 cm sheet of paper, single spaced is given in the speed reading table below and based on the character's current skill bonus. To read at a speed faster than the maximum given for the skill, the character must

make a skill check with a +2 modifier to the TN (Gamemaster's discretion) for each "level" above the characters current skill bonus.

The base TN for normal text is typically 10. Technical information is generally harder to pick up with speed reading. The base TN for characters with a related technician/scientist/academic skill is 12. The base TN is typically 15 for characters with a technical background but not in the field that the text they are reading refers to. The base TN is 19 for characters without a technical background. Also, the speed at which technical information can be read is slower than general information. See the Speed Reading Time Table for more information.

Table 1 - Speed Reading Time Table

Skill Bonus	Reading Time	Technical Read Time	Non-Related Tech Read Time
+0	1 min	2 min	4 min
+1	40 sec	1 min	2 min
+2	30 sec	40 sec	1 min
+3	25 sec	30 sec	50 sec
+4	20 sec	25 sec	45 sec
+5	15 sec	20 sec	45 sec
+6	10 sec	15 sec	40 sec
+7	8 sec	12 sec	40 sec
+8	5 sec	10 sec	40 sec
+9	3 sec	10 sec	35 sec
> +9	1 sec	8 sec	30 sec

Note that this skill does not confer the ability to have a photographic memory and be able to recall details exactly. This skill allows the character to comprehend the general gist of the information read. If the character tries to reproduce the work that is speed read, there will be differences from the original text. Note also that this skill is related directly to reading text only. The ability to quickly comprehend information from graphical or other types of information is not possible

ADDITIONAL OCCUPATIONAL FIELDS

SPECIAL OPERATIONS:

Covert Field Agent

Instead of the normal +3 to all skills, players may opt to apply a +5 to one skill, +4 to two skills, +3 to two skills, +2 to two skills, and +1 to two skills.

Acting
Disguise
Fast Talk
Seduction

Choose four: Computers, Cryptography, Escape Artist, Forgery, Interrogation, Language/Any, Martial Arts/Any, Perception, Protocol/Any, Quick Draw, Security Systems, Sleight of Hand, Streetwise/Any, Stealth, Tactics/Any Appropriate, Zero-G Operations

Choose one: Blades, Demolitions, Pistols, Staffs, Throwing Weapons, Whips

Tactical Field Agent

Instead of the normal +3 to all skills, players may opt to apply a +5 to one skill, +4 to two skills, +3 to two skills, +2 to two skills, and +1 to two skills

Computers
Cryptography
Perception
Security Systems

Choose four: Comms/Conv., Escape Artist, Forgery, Gripper Gloves, Interrogation, Intimidation, Language/Any, Martial Arts/Any, MedTech, Protocol/Any, Strategy, Streetwise/Any, Stealth, Tactics/Any Appropriate, Technician/Electronics, Tracking, Zero-G Operations

Choose one: Blades, Demolitions, Pistols, Rifles, Staffs, SubMachine Guns, Throwing Weapons, Whips

Special Operations

Instead of the normal +3 to all skills, players may opt to apply a +5 to one skill, +4 to two skills, +3 to two skills, +2 to two skills, and +1 to two skills

Demolitions
Stealth
Tactics/Any Appropriate

Choose four: Computers, Cryptography, Escape Artist, Forgery, Free Fall, Gripper Gloves, Interrogation, Jump Packs, Language/Any, Martial Arts/Any, Perception, Protocol/Any, Quick Draw, Security Systems, Sleight of Hand, Strategy, Streetwise/Any, Stealth, Survival, Tracking, Zero-G Operations

Choose two: Blades, Pistols, Rifles, Staffs, SubMachine Guns, Support Weapons, Throwing Weapons, Whips

STAGE 4: SPECIAL OPERATIONS TOUR

Special Operations AC Training (SO-ACT), DEST (Draconis Combine), Death Commandos (Capellan Confederation), Blake's Wrath (Comstar), or other Covert Ops characters only

Trained for the toughest missions around, you're called in to do that mission no one else can do. The odds are stacked against you and your team. This path can include espionage, sabotage, infiltration, or single handedly bringing an entire battalion of troops to a stand still.

Time: 1+1D6/2 years (Round Up)

Traits: Wealth, Vehicle (2), Well-Equipped

Skills: +2 to half the skills in one Military or Special Operations Field, +1 to any four skills

Previous Path: Special Operations Tour (4), Death Commandos Covert Tour (4), Covert Ops (4), Tour of Duty: Affiliation (4, only if trained in SO-ACT and excluding Social General Tour of Duty)

Next Path (Capellan Confederation/St. Ives Death Commando only): Special Operations Tour (4), Death Commandos Covert Tour (4).

Next Path (All other Affiliations): Special Operations Tour (4), Covert Ops (4), Tour of Duty: Affiliation (4)

Events:

- 2 BETRAYED! One of your own turns against you and leaves you at the mercy of your enemies. [Enemy(3), Disabled (2), and choose two: Poor Vision (2), Poor Hearing (3), Lost Limb (3), Addiction (2), Combat Paralysis, BOD -2, Quirk/Seeking Revenge (2). Add 1D6 years to this pass.]
- 3 Poor Intelligence led you straight into a living hell. [+1 to two Military Skills, Addiction, Combat Paralysis, Choose two: Unattractive, Glass Jaw, Lost Limb(2), or Disabled(2). May not take Special Operations Tour or Covert Ops Tour as next path].
- 4 Your supposed "reliable" contact turned out to be a double agent, feeding you false information. [Demotion, Bad Reputation, -1 to all skills gained on this pass, character must take a standard Tour of Duty: Affiliation path with a -1 modifier before they can take this path again].
- 5 Your unit was in a running firefight that wouldn't end. [+2 to two Military Skills, choose two: Disabled, Glass Jaw, Lost Limb, Combat Paralysis, BOD -1]
- 6 You're getting a little paranoid about this, aren't you? [Quirk/Paranoid, Stigma/Paranoid]
- 7 A rival Ops group from another division is in your way and you side step their authority to get your job done. Unfortunately, that Ops group holds a grudge. [Fast Talk +2, Forgery +1, Enemy, Stigma/Rouge Operative or Stigma/Doesn't play by the rules]
- 8 The constant stress is just getting to you. [Addiction (2), Poverty]
- 9 Damn, how did you get into this one? How did you get OUT of this one? [Escape Artist +3, Fast Talk +2, Streetwise/Any +2, Scrounge +2, Enemy (1), Enemy (1), Enemy (1)]
- 10 Barked up the wrong tree. That contact was more talk than substance. [-1 to any three skills advanced on this pass, Demotion]
- 11 Unfortunately, this operation led to a dead end. However, you were able to find a new angle that could be promising for your bosses to pursue [+1 to any three skills, Good Reputation]

- 12 Easy operation and you threw kinks into the bad guys plans. Good Job. [+2 to any skill]
- 13 Got more hands on in the field than you had anticipated on this one. [+1 to all skills in any one field taken during AIT, ACT, or SO-ACT training. Choose one: Disabled, Lost Limb, Poor Vision, or Poor Hearing]
- 14 You discover more about yourself in this operation than you had imagined. [Choose two: Ambidextrous, Fast Learner, Natural Aptitude/Any, Photographic Memory, Good Vision, or Night Vision. Choose one: Combat Sense or Brave]
- 15 You're really good at this. Don't let it go to your head! [Choose one field at +1 to all skills in that field: Covert Field Agent, Tactical Field Agent, Special Operations, or Special Forces. Quirk/Overconfident, Stigma/Overconfident. If character has not had ACT, may take ACT training next (but may not take SO-ACT training) as next path with -1 year to time.]
- 16 You perfect your body to it's limits, and your bosses decide it's time to use it. Someone forgot to tell them you weren't under warranty, however. [Choose one: Acrobatics +8 or Martial Arts/Any +6, Choose two: BOD +2, STR +1, REF +1, DEX +1, or Toughness. Choose one: Allergy, Addiction (1), Lost Limb (1), Poor Vision, Poor Hearing, Unattractive]
- 17 A rival Ops group from another division gets in your way and side steps your authority. You however, don't take insubordination kindly and make sure they know it by beating them at their own game while still achieving your objectives. [+2 to four Military skills, Enemy, Fast Talk +2, Tactics/Any +3, Stigma/Plays by the Rules]
- 18 How the hell did you pull that off !?! [Perception +6, Strategy +4, Tactics/Any +4, Leadership +2, +3 to two Military or Special Operations skills, Enemy (2), Enemy (1), Promotion, Good Reputation (2), Vehicle (2), Custom Vehicle, Stigma/Lucky Jerk; Choose one: Natural Aptitude/Any, EDG +2, or Sixth Sense]
- 19 You're so good, they make sure you're the first one they call to get the job done. [Roll three times and apply all three events. One roll gets a +1 modifier (player's choice) and one roll gets a -3 modifier (player's choice). Note that 18 and 20 are mutually exclusive events].
- 20 AMAZING!!! You may have single handedly won the war! [Combat Sense, Strategy +6, Tactics/Any +6, +3 to any five Military or Special Operations Skills, Promotion (2), Vehicle (3), Custom Vehicle(2), Wealth (2), Enemy (3), Enemy (3), Good Reputation (3), Stigma/Can Do No Wrong]