

More on Micro Mechs

Image

Here's a healer's micro mech.

The device above the mech is a biopsy capsule. They're stored on the mech's back in those pods, and expand outward into a ring. Starched over the ring is an elastic polymer that engulfs the mass or tumor or polyp or whatever the healer needs to extract, and can re-attach to the back once collected. The mech's muzzle has whiskers that translate tactile information to a helmet worn by the healer, and there are also olfactory relays on the tip of the mech's snout. Healer's micro mechs can range in size from smaller than a blood cell to the size of a small pill. Other features of healer's micro mechs include laser scalpels allowing for the excising of samples and force projectors allowing vertical and aerial mobility. Although originally invented for medical purposes, micro mechs quickly found use in espionage, as they allow the operator to be a fly on the wall, as it were.

Counter-intelligence strategies had to be developed to combat micro mech spies, how to detect, chase, and catch these Lilliputian saboteurs. These detection and catching methods developed into micro mech sports, where micro mech pilots compete to outrun an opponent on foot, while the unarmored yinrih attempts to neutralize his smaller quarry. A variant where the mech pilots try to touch the wet part of their opponent's nose is where **EXTREME** snoot booping comes from. While a popular spectator sport, it's not very thrilling when viewed from the on-foot participant's perspective, since it looks like someone chasing and squashing a troublesome insect. But when viewed from the mech pilot's perspective, it becomes a Dark-Souls-esque boss battle.

Micro mechs used in sports are much larger than the ones used by healers, being about the size of a thumb. Sport mechs are themselves repurposed by enterprising pickpockets. Healers can and do often operate on themselves using micro mechs. Although the olfactory relays make colonoscopies rather unpleasant.

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