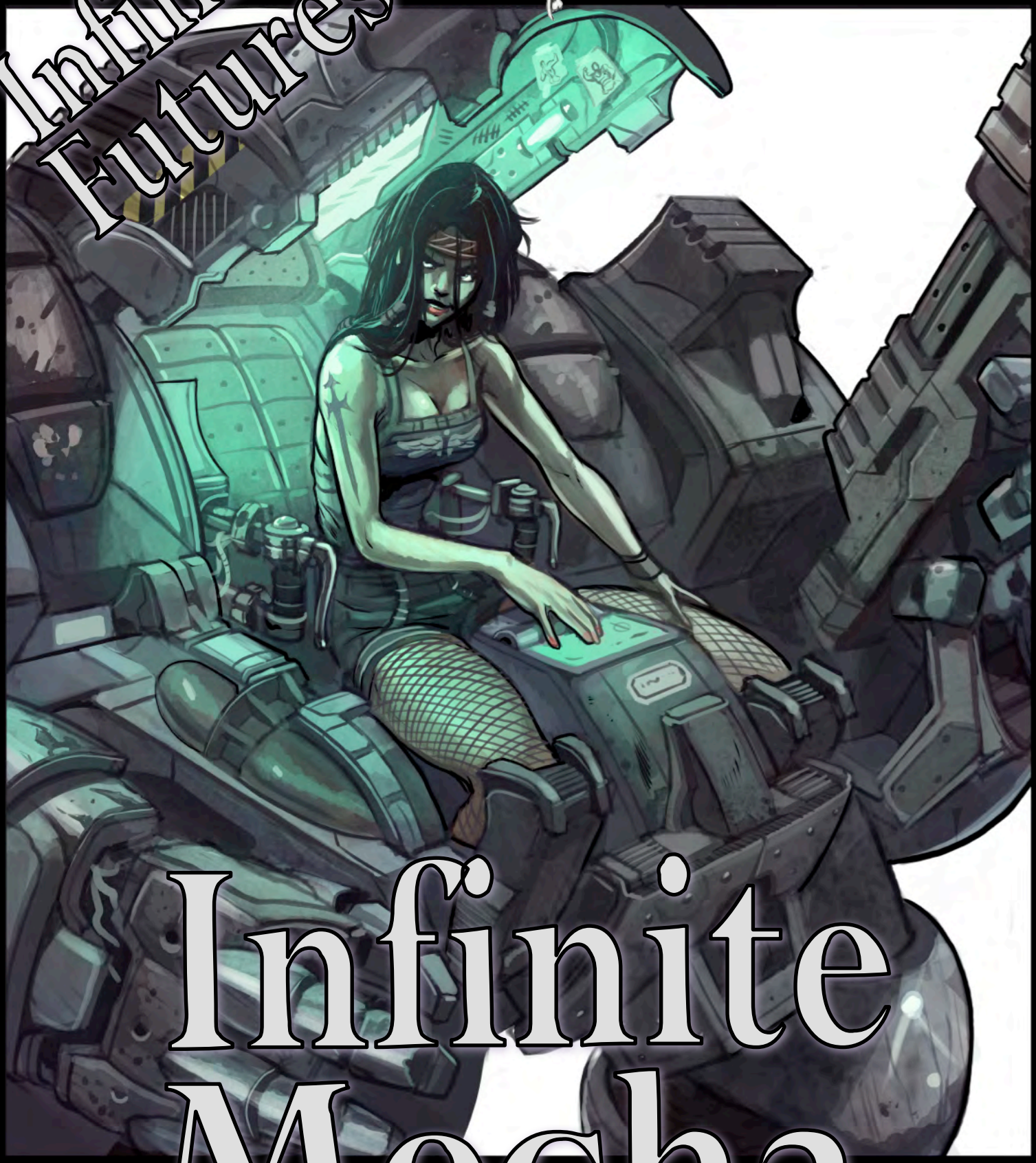
Avalon Games

Infinite Futures



Infinite Mecha

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All comments, suggestions and contacts can be made at…

Avalon Games Company, avalon@comstar-games.com

Or visit

Avalon Games at…

www.avalon-games.com

Creative Director
Robert Hemminger

Writer
Justin Spotten

Layout and Product Design
Robert Hemminger

Some art by Ilex Press Ltd., Octavirate Entertainment, Robert Hemminger, Shaman's Stockart

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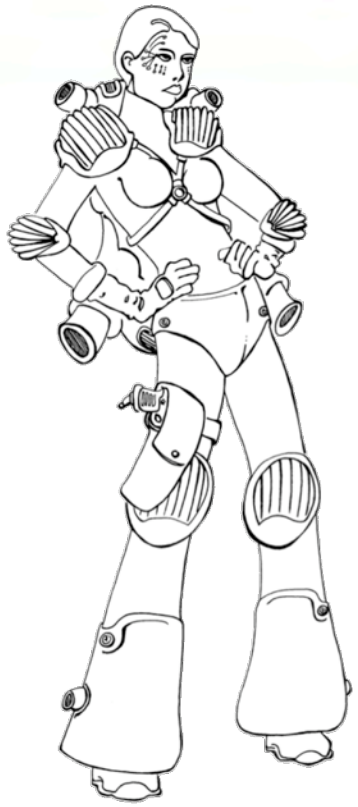
Mecha in Infinite Frontiers

Mecha are often seen as a versatile tool or a valuable asset within many Science Fiction settings. They usually fill one of two roles; construction or combat. Construction mecha are typically are reserved for zero-g projects, where their humanoid articulation, maneuverability and massive strength allow one worker to do the job of thirty, and terrestrial-based works that would be too dangerous for a living crew. Combat is where mecha truly found their niche. Mecha have the ability to equip a variety of weapons at once and their bipedal (or Quadrupedal) forms allow them to move easily through a variety of environments much more fluidly than traditional vehicles.

New Character Prestige Class
Mecha Ace



The Mecha Ace is a pilot who has undertaken the challenge of mastering the mecha. There are few who can handle the physical strain and possess the mental focus to handle these complex and deadly machines. An uncoordinated or unskilled pilot is more likely to harm themselves rather than stop an enemy.

Hit Dice: D6
Class Skills:
Acrobatics, Climb, Computer Use, Diplomacy, Drive, Engineering, Intimidate, Knowledge (Mecha, Starships), Navigation, Perception, Survival, Stealth
Skill Points at each level: Int +6
Starting Funds: (2D8+3)x100 sbc

Level	Base Attack Bonus	Base Defense Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+2	+2	+0	Mecha Operation, Mecha, Weapon Proficiency
2nd	+1	+1	+2	+2	+1	Mecha Rookie
3rd	+2	+1	+2	+2	+1	Bonus Feat
4th	+2	+2	+3	+3	+1	Mecha Dodge
5th	+3	+2	+3	+3	+2	Mecha Veteran
6th	+3	+2	+3	+3	+2	Bonus Feat
7th	+4	+3	+4	+4	+2	Pilot Evaluation
8th	+4	+3	+4	+4	+3	Bonus Feat
9th	+5	+3	+4	+4	+3	Mecha Strike
10th	+5	+4	+5	+5	+3	Mecha Ace

Weapon and Armor Proficiency - Mecha Aces have proficiency with Light Armor and Laser Firearms
Starting Equipment - A Mecha Ace starts with a Flight Suit and Helmet, a Laser Pistol, a Fast Use Medkit, a Tool Kit and a Universal Communicator.

Class Features

Evaluate Enemy - At 7th level a Mecha Ace has gained the ability to judge another pilot's skill and prowess and the condition of their craft. After making a successful Perception check (DC 15), a Mecha Ace can tell the exact level and Pilot skill rank of a target, and how many hit points their vehicle has remaining. The process counts as a standard action.

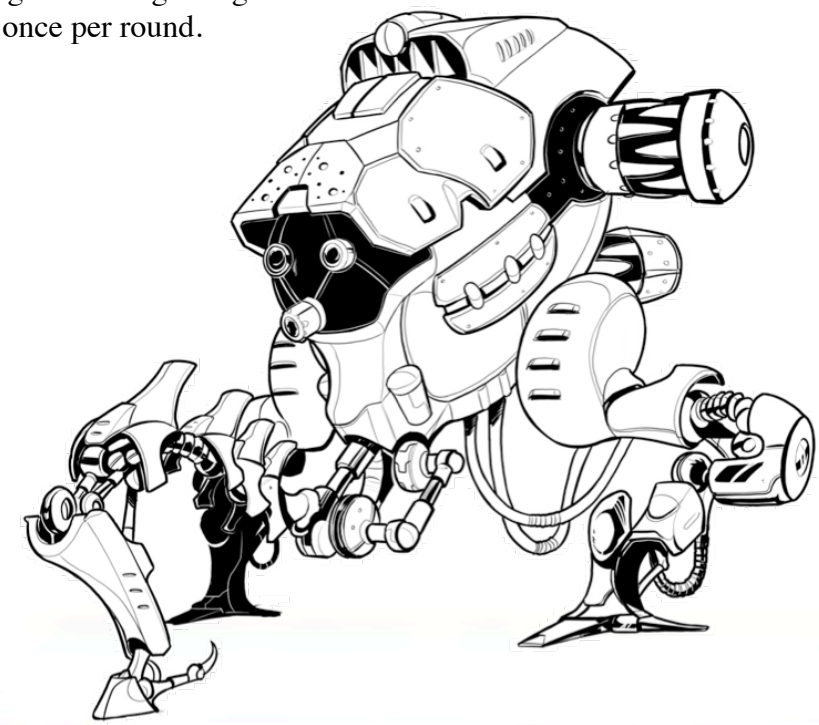
Mecha Ace - At 10th level a Mecha Ace has become a powerful and distinguished fighter. Mecha Ace gives the player a +3 on all rolls made in their designated mecha or one of the same type. The player also receives a +1 on all rolls made in a mecha of the same size category. When in their designated mecha, the player's crit range is increased by one for all of the mecha's long range weapons.

Mecha Dodge - At 4th level a Mecha Ace has learned to judge when an opponent is about to fire. By reading an opponent's body language, a pilot gets a +2 to dodge a long range attack. The player must specify which target at the beginning of their turn, and it can only be against a single target. This ability can only be used once per round.

Mecha Rookie - At 2nd level a Mecha Ace has begun to gain some skill. They also receive a +1 bonus to all rolls made in a mecha designated for them or one of that same type. The designated mecha is the mecha that the player made during character creation or a pre-generated one given to the player by the GM.

Mecha Strike - At 9th level a Mecha Ace has learned the weak points of a mecha and knows how to attack them close range. The pilot gets a +2 to attacking a specified enemy with either an unarmed or melee attack. If the attack is successful, an additional die of damage is added to the damage roll.

Mecha Veteran - At 5th level a Mecha Ace has amassed a respectable amount of skill. This ability gives the player a +2 on all rolls made in their designated mecha or one of the same type. When making flight checks, the player automatically goes up one flight maneuverability increment when in their designated mecha or one of the same type.



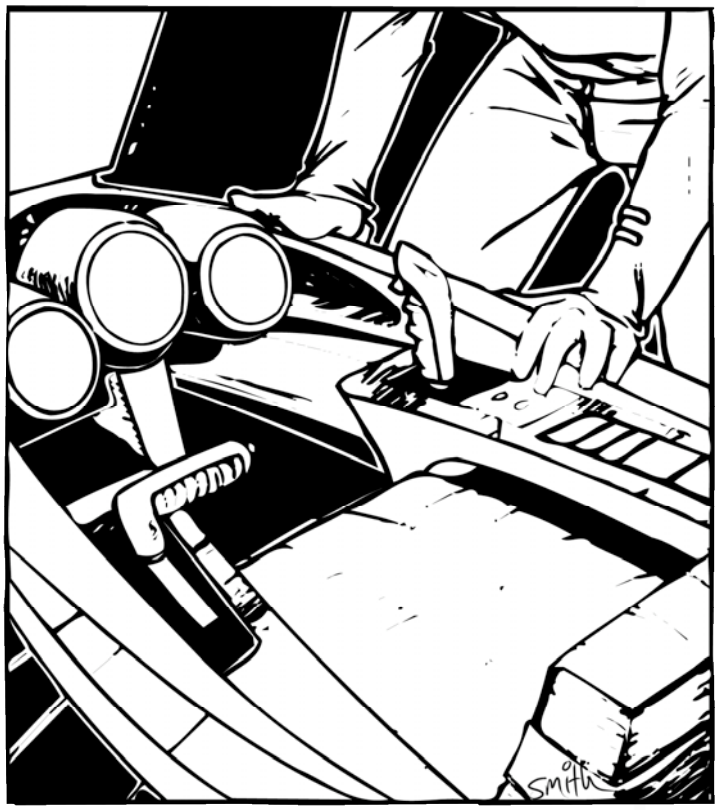
New Character Race
MAI (Mecha Artificial Intelligence)

After the successful release of the android, many companies began to think bigger. Mecha were already being used for large scale construction, but capable pilots were harder to come by. Developers began to insert modified android CPUs into mecha and the MAI was born. Soon they were being used for colonization missions. The MAI would be sent in along with a group of androids to begin basic construction while the colony team was on route. It was only a matter of time before military applications came into the picture…

Hit Die: - A MAI's starting HP is based on its size category

Racial Abilities

Artificial Brain - The MAI comes equipped with an AI system powerful enough to allow it to function and reason on the same level as a human being and engage in combat without the assistance of a pilot. The Artificial Brain gives the Mecha intelligence, wisdom and charisma scores starting at 8 with 4 points to distribute amongst the three.



Computer Port: All MAI have a cable which allows them to plug into standard computer ports. When physically connected to a computer network by this cord a MAI may make Computer Use checks as a move-equivalent action. The MAI receives a +4 bonus to Computer Use checks if it is connected directly to the target computer.

MAI have immunity to disease, aging, poisons and death effects.

MAI do not have hit dice. Their hit points are based on their size modifier.

MAI have Supernatural Immunity to any supernatural with the word person in the title. MAI are not natural people. They can however be affected by supernatural powers which target machines and AIs.

-4 to Identity Tolerance: A MAIs brain is developed but less adaptive than humans, so they have trouble coping with aftermarket modifications. See Chapter 7 of Infinite Frontiers for a description of Identity Tolerance.
No Air requirements: MAI do not need to breath.

Recovery Systems: MAI do not bleed to death, but they can lose their data if badly damaged. A MAI reduced to negative hit points is unconscious and inoperable. At this point, the automated systems try to recover the MAI's data before it is lost, various system errors and misexecuted commands in the process cause the MAI to lose one hit point every round. This continues until the MAI successfully backs up its data or becomes damaged beyond repair. Each round the MAI makes a Will save DC 10. The character takes a penalty to this roll equal to their negative hit point total. If this check is successful, the MAI successfully backs up its data. Another character can help the MAI recover its data by connecting to the MAI's internal computer and making a successful DC 15 computer check. A MAI reduced to -10 or fewer hit points has lost its data. Even if the body can be repaired, it would need an entirely new MAI installed.

Once a MAI's data has been successfully backed up, the body ceases operation, and can lay dormant for literally years until salvaged and rebooted. MAI do not have a chance have a chance of spontaneously waking up while in this state.

When a MAI is repaired and revived, if a computer check was used to backup the MAI's data, the computer used to make the check must be present, or else the MAI wakes up with all of its skills and feats , but with a case of amnesia until the data from the computer can be downloaded into its internal computer.

Limited Options: MAI do not get full access to the feat list. They have a choice of these feats: Alien Logic, Auto Fire Proficiency, Combat Expertise, Common Model, Connections (group that created MAI or organization that is employing MAI), Deadly Aim, Double Tap, Drive-By Attack, Far Shot, Greater Bull Rush, Greater Sunder, Greater Trip, Greater Weapon Focus, Greater Weapon Specialization, Hair Trigger, Heavy Weapons Proficiency, Improved Bull Rush, Improved Critical, Improved Initiative, Improved Overrun, Improved Precise Shot, Improved Sunder, Improved Trip, Improved Station, Lead Hose, Lead Rain, Lethal Burst, Lock'n Load, Mecha Crush, Mecha Fling, Mecha Sweep, Mecha Trample, Mecha Weapon Boost, Mecha Weapon Proficiency, Paragon (MAI), Personal Firearms Proficiency, Pinpoint Targeting, Point Blank Shot, Power Attack, Precise Attack, Rock'n Roll, Simple Weapons Proficiency, Save Enhancement, Simple Weapons Proficiency, Skill Focus, Skip Shot, Sniping, Step Up, Stun Mecha, Thruster Blast, Walk Fire, Weapon Focus, Weapon Specialization, Zero-G Training.

The only races that may multiclass as a MAI are Androids (all types) and Cyber-sapiens. In order to choose this option the character must have their brain inserted into a mecha body. In order to accomplish this someone must make a (appropriate check) to remove the brain and another (appropriate check) to transfer it into a mecha body. MAIs can also undergo this process in order to multiclass. The entire process cost (Purchase DC). The character cannot perform any feats that are not on the MAI feat list. In order to level in the other class, the character's brain must be re-implanted into the original body.

Playing as a MAI requires Racial Level Adjustments. It starts with one level at Large and then one additional level per size category.

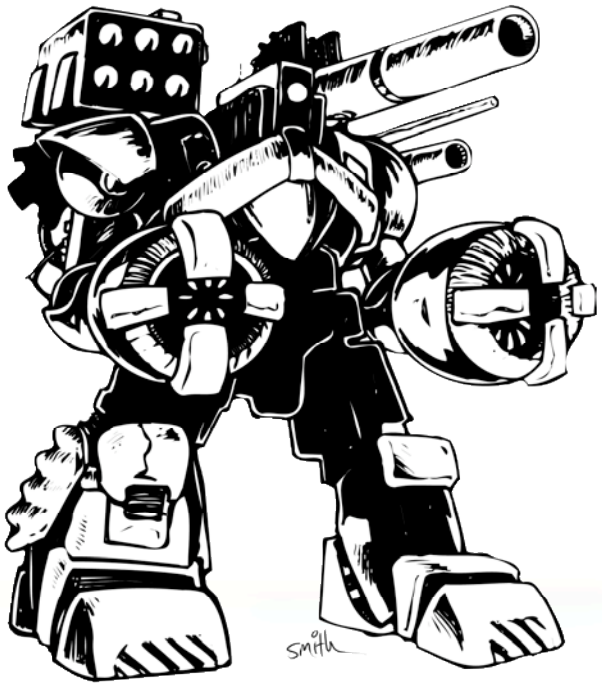
New Mecha Feats

Crack Shot
Prerequisite: Base Attack Bonus +2, Mecha Weapon Proficiency
Benefit: While piloting their mecha, the player may use a standard action to make a precisely aimed shot with one long range weapon, increasing the weapon's range by one increment. This can only be done while the mecha is stationary.

Greater Crack Shot
Prerequisite: Base Attack Bonus +4, Mecha Weapon Proficiency, Crack Shot
Benefit: While piloting their mecha, the player may make a precisely aimed shot with one long range weapon during a move action, increasing the weapon's range by one increment.

Greater Multishot - The Mecha Pilot's skills have increased to the point where they can use the full weapons array of their mecha at once.
Prerequisite: Base Attack Bonus + 4, Mecha Weapon Proficiency, Multishot
Benefit: The Mecha Pilot can attack with all of the long range weapons at the mecha's disposal at once with no penalties. They may either attack a single target with multiple weapons or target as many separate targets as they have long range weapons equipped. Rate of fire restrictions still apply and the player may not make called shots when using this feat.

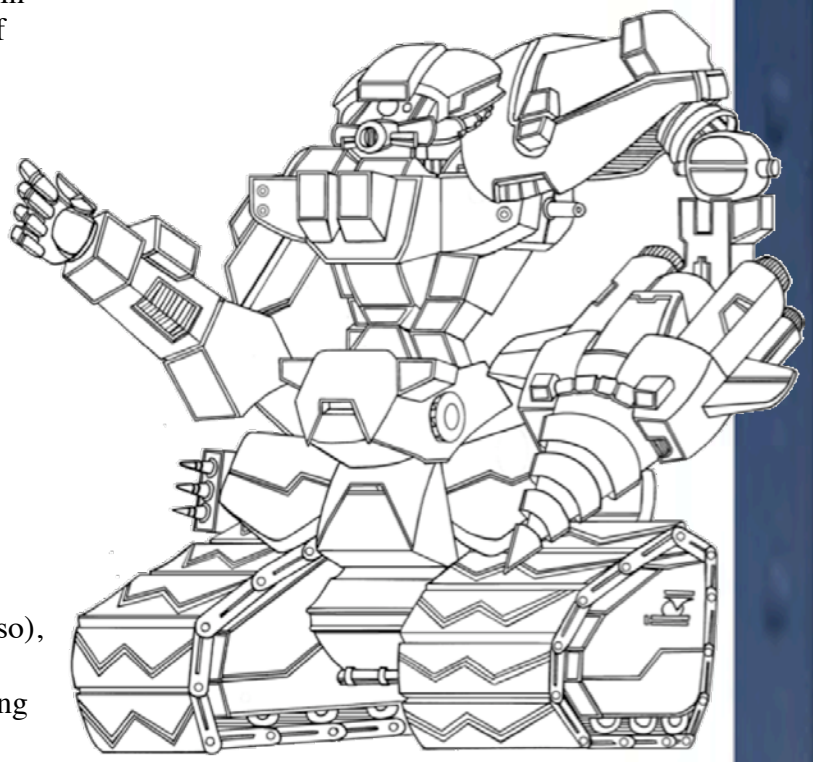
Multishot - The Mecha Pilot has become so proficient with the mecha's OS that they may attack with multiple weapons at once.
Prerequisite: Base Attack Bonus +2, Mecha Weapon Proficiency
Benefit: The Mecha Pilot can attack with two long range weapons at once with no penalties. They may either attack a single target with multiple weapons or two separate targets with two different weapons. Rate of fire restrictions still apply and the player may not make called shots when using this feat.



Types of Mecha

Construction Mecha
Construction Mecha are designed to be tough, durable and versatile machines able to complete a wide variety of projects in almost any environment. They found their niche in off-world colonization, where their powerful bodies could be adjusted on the fly to accommodate any environment colonists encountered and their responsibilities largely involved building large, ready-to-assemble shelters and other buildings. In Zero-G, the Construction Mecha flourished and became the standard for space-based construction, quickly replacing slower and costlier EVA construction teams.

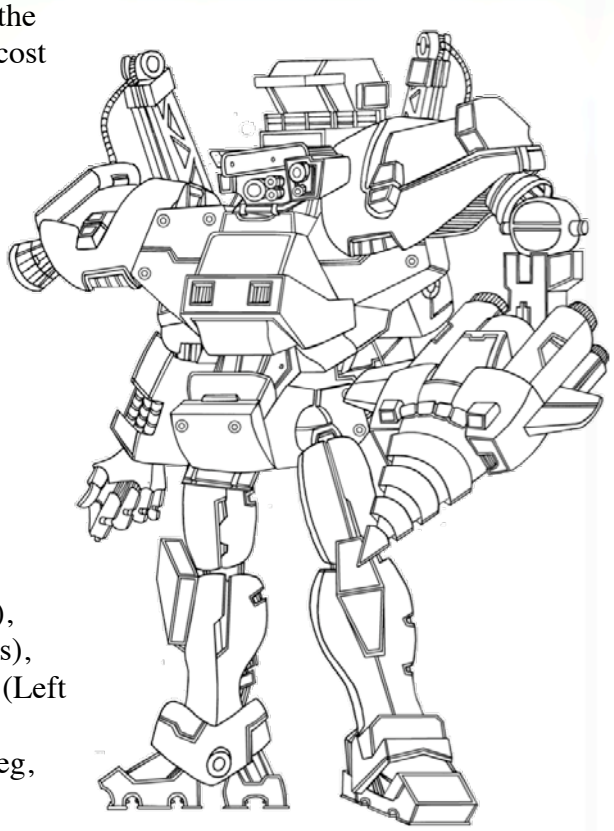
Big Bear GLM (General Labor Model) Land Edition
The Big Bear GLM is the most common mecha used in the construction field. Its low cost and wide variety of standard equipment make it a powerful workhorse suitable for almost any job.



Size: Huge (-2 size)
Bonus Hit Points: 200
Superstructure: Alumisteel
Hardness: 10
Armor: Duraplastic Armor
Bonus to Defense: +3
Armor Penalty: -6
Reach: 10 ft
Strength Bonus: +16
Dexterity Penalty: -2
Speed: 35ft
Base Purchase DC: 28
Standard Equipment Package: Pilot's Cockpit (Torso), Class I Sensor System (Helmet), Comm system (no slots), Extendable limbs (Left and Right Arm), Welding Torch (Left Hand), Vice Grip (Right Hand), Welding Torch Fuel (Shoulders), Grappling Launcher (Belt)

Punch: Dam-2D6+12 Crit-20 Range- RoF- Ammo- Size-M Weight-
Welding Torch: Dam-2D6 Crit-20 Range-Touch RoF-1 Ammo-10 Size-M Weight-40lbs
Buzz saw: Dam-3D8 Crit-20 Range-10ft RoF- Ammo- Size-L Weight-50lbs
Vice Grip: Dam-4D8 Crit-20 Range-10ft RoF- Ammo- Size-L Weight-40lbs

Big Bear GLM (General Labor Model) Zero-G edition
A Zero-G variant of the Big Bear was quickly developed as the demand for fast and safe labor in space grew. Here, the Big Bear once again dominated the field with its cheap cost and cut in man-hours required to complete a job.



Size: Huge (-2 size)
Bonus Hit Points: 200
Superstructure: Alumisteel
Hardness: 10
Armor: Duraplastic Armor
Bonus to Defense: +3
Armor Penalty: -6
Reach: 10ft
Strength Bonus: +16
Dexterity Penalty: -2
Speed: 35ft, 100ft (Clumsy)
Base Purchase DC: 28
Standard Equipment Package: Pilot's Cockpit (Torso), Class I Sensor System (Helmet), Comm system (no slots), Extendable limbs (Left and Right Arm), Welding Torch (Left Hand), Vice Grip (Right Hand), Welding Torch Fuel (Shoulders), Grappling Launcher (Belt) Jetpack (Left Leg, Right Leg) Space Skin (Back)

Punch: Dam-2D6+12 Crit-20 Range- RoF- Ammo- Size-M Weight-

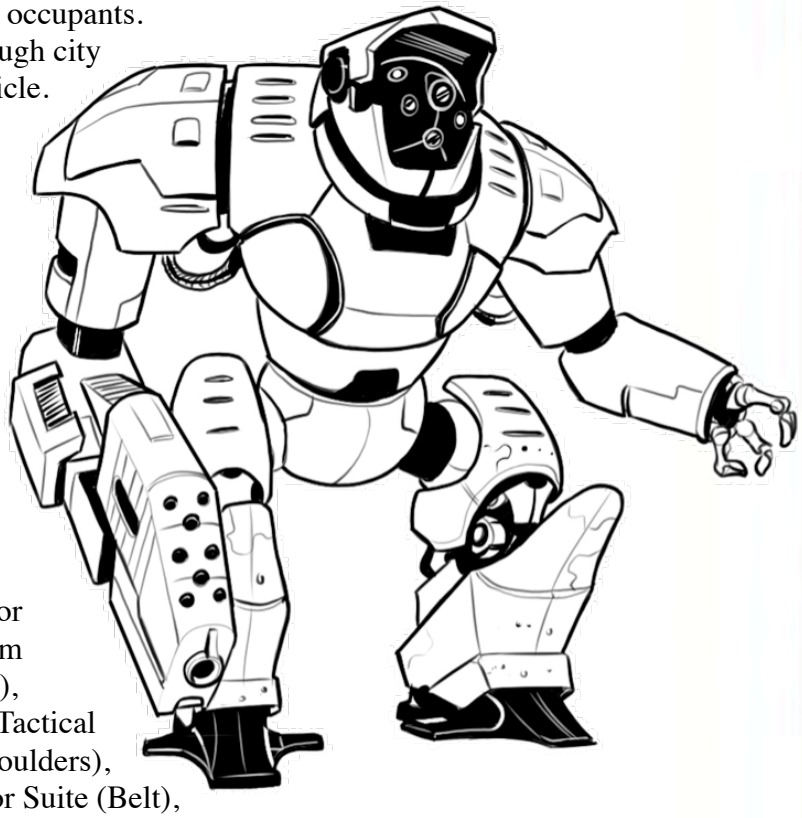
Welding Torch: Dam-2D6 Crit-20 Range-Touch RoF-1 Ammo-10 Size-M Weight-40lbs

Buzz saw: Dam-3D8 Crit-20 Range-10ft RoF- Ammo- Size-L Weight-50lbs

Vice Grip: Dam-4D8 Crit-20 Range-10ft RoF- Ammo- Size-L Weight-40lbs

Military Mecha
Like their forefathers, the Construction Mecha, the Military Mecha grew out of the need to have military power in any environment necessary. While combat suits and powered armor could handle smaller conflicts, there arose a need to have large-scale military might available anywhere it was required. Unlike the Construction Mecha, the Military Mecha does not dominate the battleground, but rather is used for very specific missions or in areas where its versatility and maneuverability outweighs its lack of speed and hefty price tag.

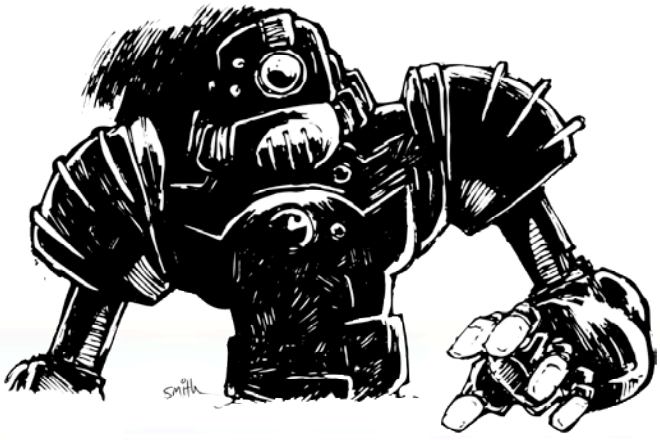
Tin Man LEM (Law Enforcement Model)
The Tin Man was developed for law enforcement agencies to combat the rise of vehicular and mecha based crimes. The Tin Man is not designed for lethal combat. Instead it has been outfitted with a number of weapons designed to neutralize enemy vehicles without harming the occupants. Its quick, lithe form allows it to maneuver through city streets easily and keep up with any fleeing vehicle.



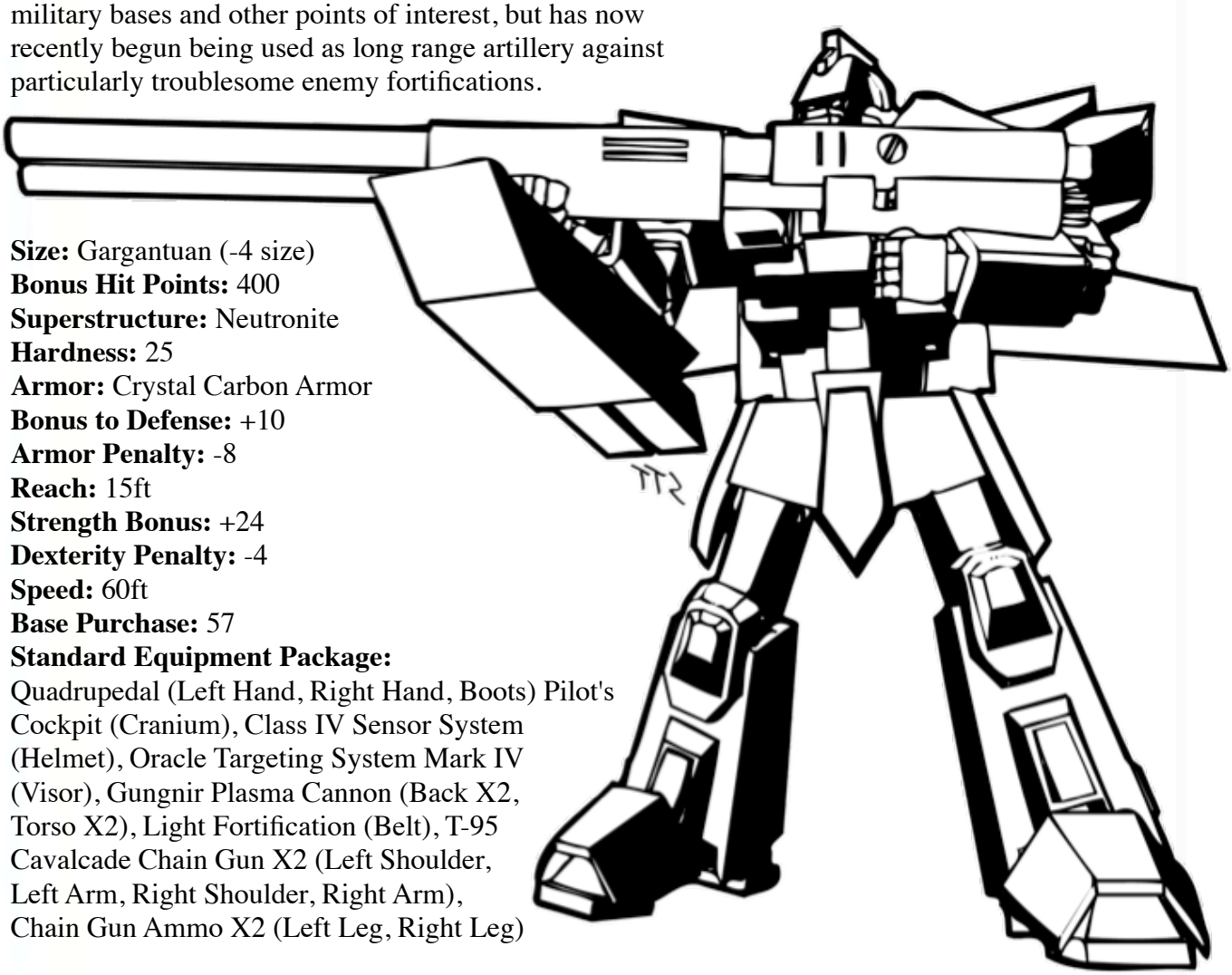
Size: Huge (-2 Size)
Bonus Hit Points: 200
Superstructure: Duralloy
Hardness: 15
Armor: Resilium
Bonus to Defense: +6
Armor penalty: -5
Reach: 10ft
Strength Bonus: +16
Dexterity Penalty: +4
Speed: 40ft
Base Purchase DC: 32
Standard Equipment Package: Class II Sensor System (Visor), Pilot's Cockpit (Helmet), Comm System (No Slots), Capture Foam (Right Hand), Capture Foam Canisters (Right Arm), Bastion Tactical Shield (Left Arm), EMP Rocket Launcher (Shoulders), Dexterity Enhancement (Torso), Enigma Sensor Suite (Belt), Wheeled Feet (Boots)

Capture Foam: Dam-* Crit-20 (Special) Range-60ft RoF-Single Ammo-6 Size-Large Weight-40Lbs

EMP Rocket Launcher: Dam-10D6 Crit-20 (Electric) Range- RoF-Single Ammo-6 Size-Huge Weight-35Lbs



Sky Fall
Sky Fall was created with one purpose in mind: to make anything that flies come crashing back down to earth. A hulking machine, Sky Fall is less a mecha and more of a mobile artillery platform. Its Quadrupedal form allows it to maneuver itself deftly around the battlefield and its Gungnir Cannon can punch a hole straight through almost anything that approaches it. It is deployed mainly as a sentinel for military bases and other points of interest, but has now recently begun being used as long range artillery against particularly troublesome enemy fortifications.



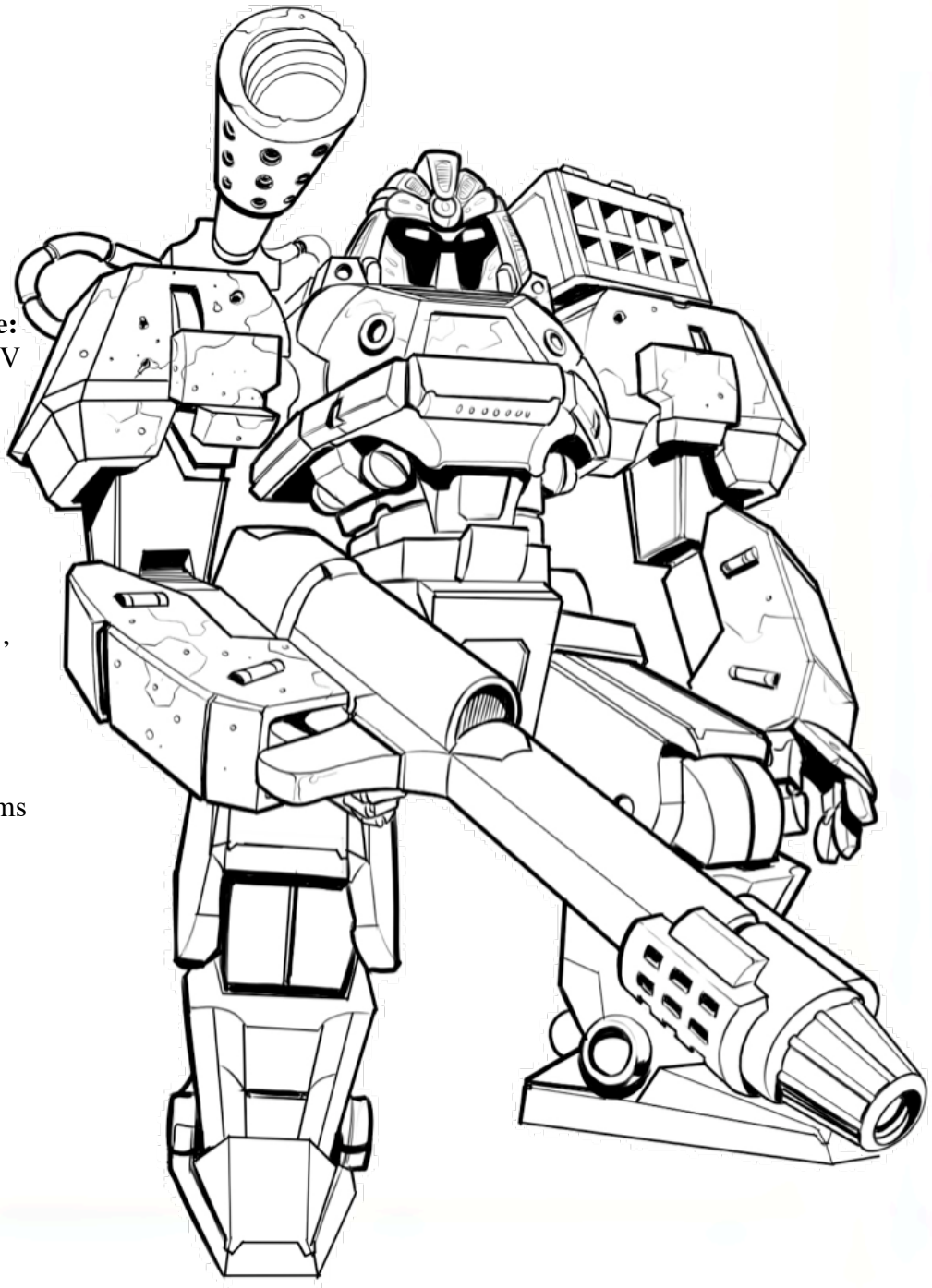
Size: Gargantuan (-4 size)
Bonus Hit Points: 400
Superstructure: Neutronite
Hardness: 25
Armor: Crystal Carbon Armor
Bonus to Defense: +10
Armor Penalty: -8
Reach: 15ft
Strength Bonus: +24
Dexterity Penalty: -4
Speed: 60ft
Base Purchase: 57
Standard Equipment Package:
Quadrupedal (Left Hand, Right Hand, Boots) Pilot's Cockpit (Cranium), Class IV Sensor System (Helmet), Oracle Targeting System Mark IV (Visor), Gungnir Plasma Cannon (Back X2, Torso X2), Light Fortification (Belt), T-95 Cavalcade Chain Gun X2 (Left Shoulder, Left Arm, Right Shoulder, Right Arm), Chain Gun Ammo X2 (Left Leg, Right Leg)

Gungnir Cannon Dam-10D12 (Heat) Crit-20 Range-2 Mile RoF-1* Ammo-20 Size-G Weight-2 tons (The Gungnir can only be fired once every two rounds)

Cavalcade Chain Gun Dam- 7D6 Crit-20 Range-60ft RoF-S,A Ammo-Linked Size-H Weight-80 Lbs

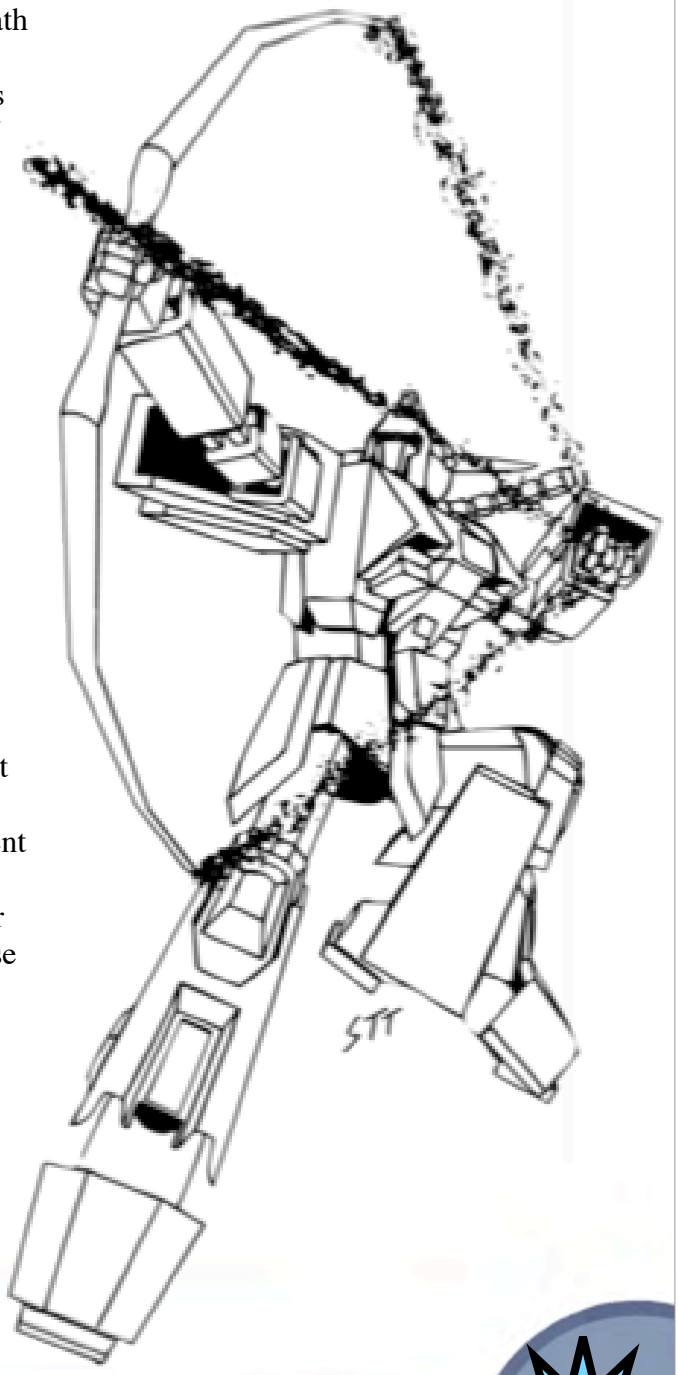
Horus
A common combat model, the Horus can be outfitted with most standard weapon systems and gear. It is a common sight among mercenary companies and fringe world military forces.

Size: Colossal (-8 Size)
Bonus Hit Points: 800
Superstructure: Megatanium
Hardness: 30
Armor: Reactive Armor
Bonus to Defense: +8
Armor Penalty: -5
Reach: 15ft
Strength Bonus: +32
Dexterity Penalty: +2
Speed: 90ft, 200ft (Clumsy)
Purchase DC: 46
Standard Equipment Package: Oracle Targeting System Mark V (Helmet), Enigma Sensor Suite (Helmet), Comm System (No Slot), Class VI Sensor Suite (Visor), Pilot's Cockpit (Cranium), Jet-Assist Wings (Back), Tsunami 480 Plasma Cannon, (Right Arm) Tsunami 480 Plasma Cannon (Left Arm), GOLD (Shoulders), Cloaking Screen (Torso), HV-5 Haven Escape Pod (Torso), Recon Drone (Torso), Advanced Diagnostics (Belt),Vestigial Arms (Belt), Hover Undercarriage (Left leg, Right Leg), Ramjet Thruster Boots (Boots)



Gladiator Mecha
While in many works of mecha fiction, the brightly colored, super heroic machines would be the main focus of the story; but in more serious science fiction settings these exaggerated mecha are relegated to purely entertainment roles. Gladiator Mecha took the entertainment world by storm. Decommissioned military and civilian mecha were retrofitted and pitted against one another in demolition derby/ wrestling style events. The sport grew like wild fire once major corporations started getting involved by sponsoring events, pilots and developing their own Gladiator Mecha.

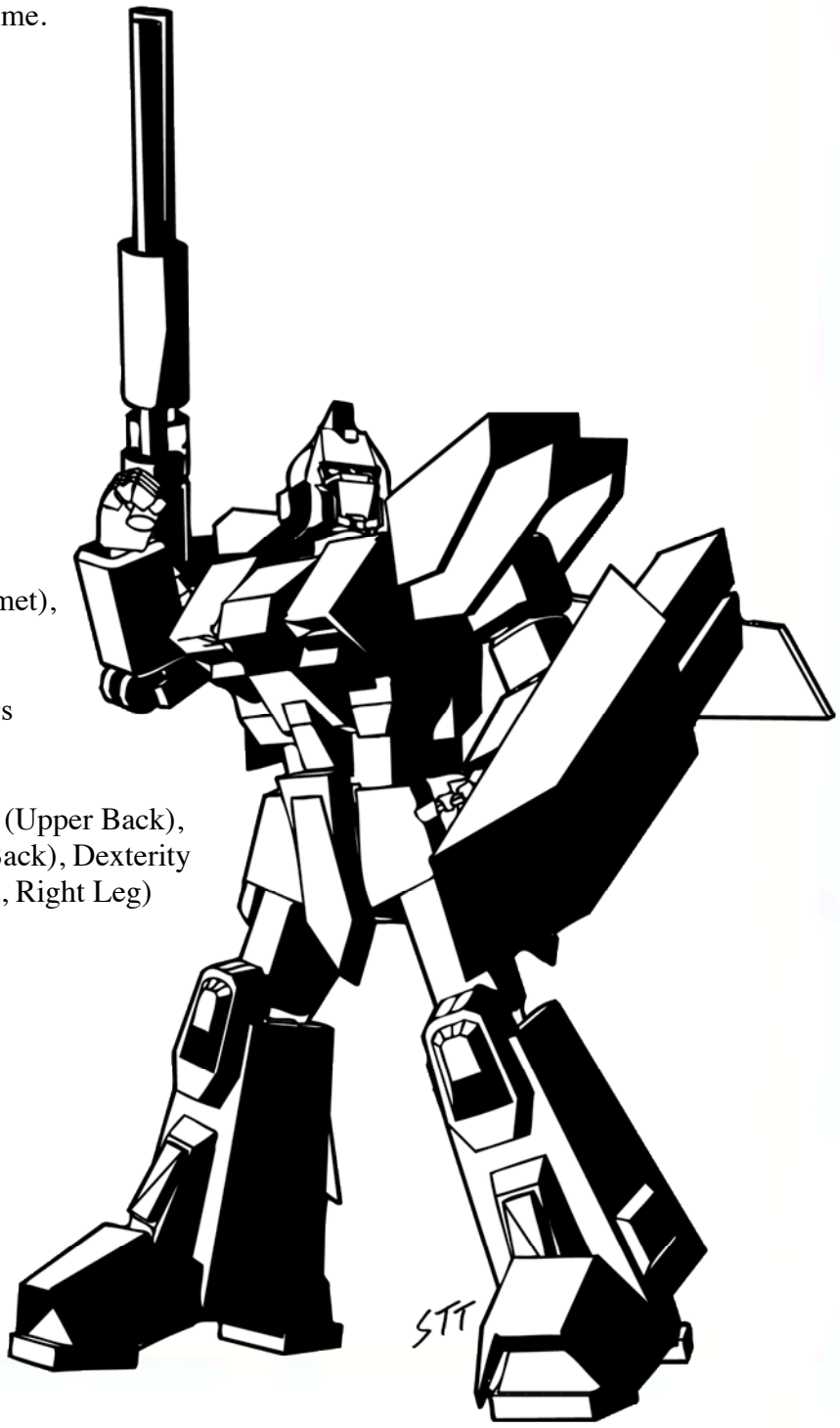
Sun Guardian Helios
Sun Guardian Helios is the flagship mecha of the Solar Path Distribution company. With its wide range of versatile weapons and powerful Hyper Mode, Sun Guardian Helios quickly blazed through the ranks. It now resides as one of the top twenty mecha within the sport and has yet to be dethroned.



Size: Gargantuan (-4 size)
Bonus Hit Points: 400
Superstructure: Neovulcanium
Hardness: 20
Armor: Neovulcanium Armor
Bonus to Defense: +10
Armor Penalty: -10
Reach: 15 ft.
Strength Bonus: +24
Dexterity Penalty: -
Speed: 45ft
Base Purchase DC: 45
Standard Equipment Package:
Class II Sensor System (Visor), NKP Puma Pop-Up Turret (Helmet), Pilot's Cockpit (Cranium), Jet-Assist Wings (Back), Hyper Mode(Upper Torso), Dexterity Enhancement (Lower Torso), Bolt Launcher (Right Arm), LK8 Armor Piercing Pike (Left Hand) M-54 Firestar Rocket Launcher (Left Shoulder), 6 Firestar Rockets (Right Shoulder), Pulse Laser (Belt), 4 Bolts (Left Leg), 4 Bolts (Right Leg), Thruster Boots (Boots)

Robby the Rumbler
Robby the Rumbler is the king of the coliseum! Since the sport was legitimized Robby the Rumbler has held the top spot and no contender has come close to dethroning him. Little is known about where the mecha came from or who the pilot even is. Everyone just knows that when Robby enters the arena they are in for a good time.

Size: Gargantuan (-4 Size)
Bonus Hit Points: 400
Superstructure: Neutronite
Hardness: 25
Armor: Crystal Carbon Armor
Bonus to Defense: +10
Armor Penalty: -8
Reach: 15ft
Strength Bonus: +34
Dexterity Penalty: +6
Speed: 70ft, 100ft (Poor)
Base Purchase DC: 57
Standard Equipment Package:
Class III Sensor System (Visor), Oracle Targeting System Mark III (Helmet), Pilot's Cockpit (Cranium), Vice Grip (Left Hand, Right Hand), Rocket Fist (Left Arm, Right Arm), Jet-Assist Wings (Shoulders), Strength Enhancement (Upper Torso), Light Fortification (Lower Torso), LX-10 Antishock Array (Upper Back), Delphi Defense Suite Mark II (Lower Back), Dexterity Enhancement (Belt), Jet Pack (Left Leg, Right Leg) Wheeled Feet (Boots)



Mecha Equipment

Dexterity Enhancement
Modifications to the frame and motors and actuators gives the Mecha a dexterity bonus of +6. A character can make the modifications themselves with a successful Craft (Structural) check (DC 30) after devoting an amount of time depending on the size of the Mecha: large 30 hours, Huge 60 hours, Gargantuan 120 hours and Colossal 240 hours. A character attempting to make the modification without a mechanical tool kit does so at a -4 penalty. This can be taken multiple times.

Equipment Slots: 1 (Equivalent)
Activation: None
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 15 + one-half the mecha's base purchase DC
Restrictions: None

Extendable Limbs
Extendable limbs can be purchased for the arms or the legs. If the modification is used on the arms, they double the reach of the mecha. If the modification is used on the legs it increases the height to the next size category. Extending the limb to attack or attacking with an already extended limb comes at a -2 penalty. Extending the limb(s) is a free action.

Equipment Slot: 2 (1 per limb)
Activation: Instantaneous
Range: 30ft max
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 15 + one-quarter the mecha's base purchase DC
Restrictions: None

Grappling Launcher
A pressurized launcher that allows the mecha to repel up or down a surface. Each length of coil is 500ft and each launcher has 5 bolts and coils. The Grappling Launcher gives the mecha a + 6 to climb checks and upon a successful piloting check allows the mecha to stand up from prone as a standard action. To use, make an attack check with the DC being the hardness rating of the target surface. The Grappling Launcher may also be used as a weapon. It has does 3D6 damage and the pilot may make an immediate trip attack upon a successful hit.

Equipment Slots: 1
Activation: Attack action
Range: 500 ft
Duration: Instantaneous
Saving Throw: None
Purchase DC: 5 + one-quarter the mecha's base purchase DC.
Restriction: None

Hover Undercarriage
The mecha's legs are replaced with a hover carriage. It gains +30 to Move speed and +6 to Dexterity. The mecha cannot be tripped, has a -2 against being knock back and a +4 to all jump checks. The max height the mecha can hover is twice its own size. Must be Gargantuan or Colossal.

Equipment Slots: 4
Activation: None
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 15 +one-half of the mecha's base purchase DC.
Restriction: Licensed (+1)

Recon drone
A small semiautonomous drone designed to stealthily gather information while the mecha remains safe. The drone remains docked on the mecha's body until activated and can either be sent to inspect a specific area or can be controlled by the pilot. If the pilot chooses to control the drone himself then they cannot pilot the mecha or perform any other actions until the drone has returned or they switch it to auto. The drone is a small vehicle with a Class II Sensor System, a move speed of 30ft and 40HP.

Equipment Slots: 2
Activation: Standard Action
Range Increment: 5 miles
Target: None
Duration: Persistent
Saving Throw: None
Purchase DC: 20 + one-quarter the mecha's base purchase DC
Restrictions: 2 (Military)

Strength Enhancement
Modifications to the frame and motors and actuators gives the Mecha a strength bonus of +10. A character can make the modifications themselves with a successful Craft (Structural) check (DC 30) after devoting an amount of time depending on the size of the Mecha: large 30 hours, Huge 60 hours, Gargantuan 120 hours and Colossal 240 hours. A character attempting to make the modification without a mechanical tool kit does so at a -4 penalty. This can be taken multiple times.

Equipment slots: 1 (equivalent)
Activation: None
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 15 + one half the mecha's base purchase DC.
Restriction: None

Tentacle arms
Instead of humanoid arms, the mecha is equipped with long tentacle like appendages. On a successful grapple attack they do crush damage and on a successful trip attack they can knock a Mecha of their size or smaller prone.

Equipment Slots: 1 per arm
Activation: None
Range: 10ft
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 10 + one-half the mecha's base purchase DC
Restriction: None

Treaded Undercarriage
The Mecha's legs are replaced with tank treads. The mecha has a maximum Move Speed of 30 over any terrain. The mecha gains 50 HP and a +4 to trip attacks and bull rush attacks. If it is knocked prone it takes a full turn to "stand" from prone and it is at a -2 for defense until its next turn. Must be Gargantuan or Colossal.

Equipment slots: 4
Activation: None
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 15 + one-quarter of the mecha's base purchase DC
Restrictions: None

Turret attachment
A turret attachment can be added to any non-handheld weapon. This allows the weapon to fire in any direction regardless of which way the mecha is currently facing.

Equipment Slots: 1 (Equivalent)
Activation: None
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 5 + one-quarter of the mecha's base purchase DC
Restriction: None

Underwater propulsion
A system of screws and ballast tanks that allow the mecha to maneuver underwater. The mecha has a move speed of 30ft and a +2 dexterity bonus while submerged.

Equipment Slots: 2
Activation: Standard Action
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 12 + one-quarter of the mecha's base purchase DC.
Restrictions: None

Vestigial arms
A set of deployable medium sized manipulators with a camera that can be controlled by the pilot to accomplish non-combat tasks. All skill checks under a DC of 15 are at a -2 and all other checks are at a -4. The pilot cannot perform any other actions while actively using the arms and must abandon the task in order to pilot the mecha once again.

Equipment Slots: 1
Activation: Instantaneous
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 13
Restrictions: None

Vice Grip
Regular manipulators can be switched out for claw-like vice grips. This gives the Mecha a +6 strength bonus and upon a successful grapple check the mecha does 4D8 crushing damage. The mecha cannot wield handheld firearms and is at a -4 for using melee weapons.
Equipment Slots: 1 per limb
Activation: None
Range: Mecha's reach
Target: Enemy
Duration: Persistent
Saving Throw: None
Purchase DC: 8 + one-quarter the mecha's base purchase DC
Restrictions: None

Wheeled feet
The mecha has motorized wheels installed on the soles of its feet. It gives the mecha +20 to Move Speed and +3 to dexterity. These bonuses are negated by rough terrain.
Equipment Slots: 2 (1 per Leg)
Activation: None
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 10 + one-quarter of the mecha's base purchase DC
Restriction: None

Mecha Weapons

Melee Weapons

Buzz Saw

A high powered circular saw designed for use on ship bulkheads and their internal framework. The Buzz Saw does 3D8 worth of damage and ignores 5 points of damage reduction. Considered an improvised weapon.

Equipment Slots: 1
Activations: Attack action
Range: 10ft
Target: Single Target
Duration: Instantaneous
Saving Throw: none
Purchase DC: 5 + one quarter of the mecha's base purchase DC
Restrictions: None

Drill

A high powered portable bore used mainly in mining operations on asteroids and in colony construction. The drill does 5D8 worth of damage and ignores 10 points of damage reduction. Considered an improvised weapon.

Equipment Slots: 1
Activation: Attack Action
Range: 10ft
Target: Single target
Duration: Instantaneous
Saving Throw: none
Purchase DC: 10 + one-quarter the mecha's purchase DC
Restrictions: None

Welding Torch

A welding tool used by mecha on land or in space. The welding torch gives a +4 bonus to all Craft (Structural) checks. The torch does 3D6 worth of heat damage, ignoring 5 points of Damage Reduction, on a successful Touch attack and has enough fuel to be used continuously for 20 rounds.

Equipment Slots: 1
Activation: Attack action
Range: Touch
Target: one Skill Check or one enemy
Duration: 20 rounds
Saving Throw: None
Purchase DC: 15 for the Welding Torch and full fuel tank, 5 for the additional fuel
Restrictions: None

Long Range Weapons

Bolt Launcher

The Bolt Launcher was originally developed to be a handheld weapon for aquatic mecha. The launcher fires armor-piercing rods with a high-pressure pneumatic press. The weapon became popular as a side arm because of its effectiveness and the rods could be used as a makeshift melee weapon. Its only true shortcoming is its limited ammo. The Bolt Launcher does 3D8 with a range of 80ft underwater and 3D10 with a range of 60ft in the open air. As a melee weapon the bolts do 2d8 and are consider an improvised weapon.

Equipment Slots: 1
Activation: Attack Action
Range: 60/80
Target: Single enemy
Duration: Instantaneous
Saving Throw: None
Purchase DC: 12 for the launcher and bolts and 6 for 4 replacement bolts.

Capture Foam
A fast drying super epoxy meant to capture and paralyze a fleeing vehicle. When firing the target must make a reflex save (DC 15) to avoid being hit. Upon a successful hit a Large size vehicle or smaller is immobile and prone. The captured vehicle may make a DC 20 Drive check (or a DC 30 Strength check for creatures or mecha) to escape. Each additional canister used on the vehicle increases the DC by 5. Each size increment above Large reduces the escape DC by 1. If the attack is a critical success, the target is automatically paralyzed for one round and cannot attempt an escape. If the pilot wants to escape the vehicle, they can make a flat D20 roll (DC 10) to see if the foam is blocking the exit. Each canister of foam increases this DC by 1. The pilot can make the same strength check to see if they can escape the foam. The launcher comes with 6 canisters and each ammo pack comes with an additional 6 canisters.

Equipment Slots: 1
Activation: Attack action
Range: 60ft
Area: 20ft
Duration: Instantaneous
Saving Throw: Reflex
Purchase DC: 20 For Launcher and full load of Canisters, 10 for additional canisters.
Restrictions: Military (+2)

GOLD (Guided Orbiting Laser Defense)
GOLD is a weapons system consisting of a series of small semi-autonomous drones that, when deployed, either hover around the mecha's body or can be sent out to attack a specified target. The drones are come in three groups of two. Each pair does 3D8 fire damage and the lasers themselves have a range of 60ft. Once activated, they can be sent out to attack to attack a target in waves of two, four or six. The drones have a maximum range of 200 feet and a move speed of 30ft. Each pair counts as a medium creature with 30 hp. The remaining drones hover around the mecha and automatically attack the closest enemy within 3 squares.

Equipment Slots: 2
Activation: Standard Action
Range Increment: 200 ft
Target: 1-3 within 200 ft
Duration: Persistent
Saving Throw: None
Purchase DC: 20 + one-quarter of the mecha's base purchase DC
Restriction: Military (+2)

Gungnir Plasma Cannon
The Gungnir is the largest portable cannon to date. This massive weapon is used exclusively for strategic long range artillery strikes. It is primarily used to guard bases and other high profile targets from aerial attacks. The cannon has a range of 2 miles and does 10D12 worth of heat damage. After it fires, the cannon requires 2 full rounds to cool down and recharge before it can be fired again. Due to its massive size, only Gargantuan and Colossal mecha and vehicles can equip it.

Equipment Slots: 4
Activation: Attack Action
Range: 2 miles
Area: 30-foot-radius Burst
Duration: Instantaneous
Saving Throw: Reflex save
Purchase DC: 35
Restrictions: Military (+5)

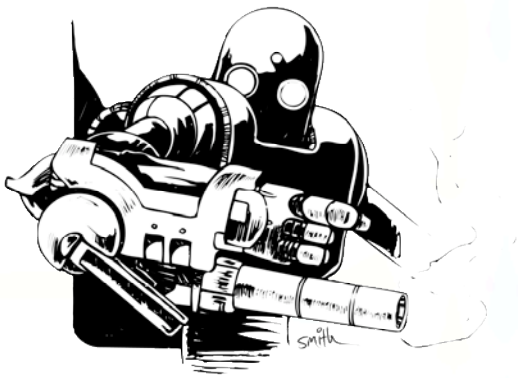
Hyper mode
A Hyper mode is a system installed to temporarily double the physical output of a mecha when activated. The mecha's strength and dexterity bonuses double and the mecha gains an additional standard action per round for three rounds. The mecha is immobile for one round after it leaves Hyper mode and must make a Fortitude save (DC 15) to reactivate. Hyper mode can only be used once and then mecha needs maintenance, craft (Structural) DC 15, before it can be used again.

Equipment Slot: 1
Activation: Standard Action
Range: Personal
Target: You
Duration: 3 Rounds
Saving Throw: Fortitude
Purchase DC: 15 + one half the mecha's base purchase DC.
Restriction: None

Rocket Fist
Some believe that firing a major appendage at an enemy and expecting it to be effective is foolish. They consider it unwise to purposefully cripple one's fighting machine in what they deem to be a one-in-a-million shot. These are perfectly sound, logical arguments. They are also wrong! The Rocket Fist has been the single most effective weapon in the mecha arsenal since mecha were developed. It is the quintessential finishing move hands down (pun intended) and no true mecha pilot would dare enter a battlefield without this ace up their sleeve (pun also intended). Due to the sophisticated targeting systems implemented, Rocket Fists have a high critical rate. The amount of damage is based on the mecha's size: Large 4D6, Huge 4D8, Gargantuan 5D10 and Colossal 7D10. Any handheld weapons or equipment held in that hand must be dropped before firing and the hand must be replaced afterwards.

Equipment Slots: 1 (Must be hand or arm)
Activation: Instantaneous
Range: 60ft
Target: Single Target
Duration: None
Saving Throw: None
Purchase DC: 10 + one-quarter the mecha's base purchase DC
Restriction: None

Torpedo
A small portable torpedo launcher developed for aquatic mecha. The torpedoes do 8D6 worth of damage in an area of 2X2 squares. Each Launcher comes with 3 torpedoes.
Equipment Slots: 1
Activation: Attack Action
Range: 200 Ft
Area: 20-foot-radius burst
Duration: Instantaneous
Saving Throw: Reflex Half (DC 17)
Purchase DC: 18 + one-quarter of the mecha's base purchase DC
Restrictions: Military (+3)



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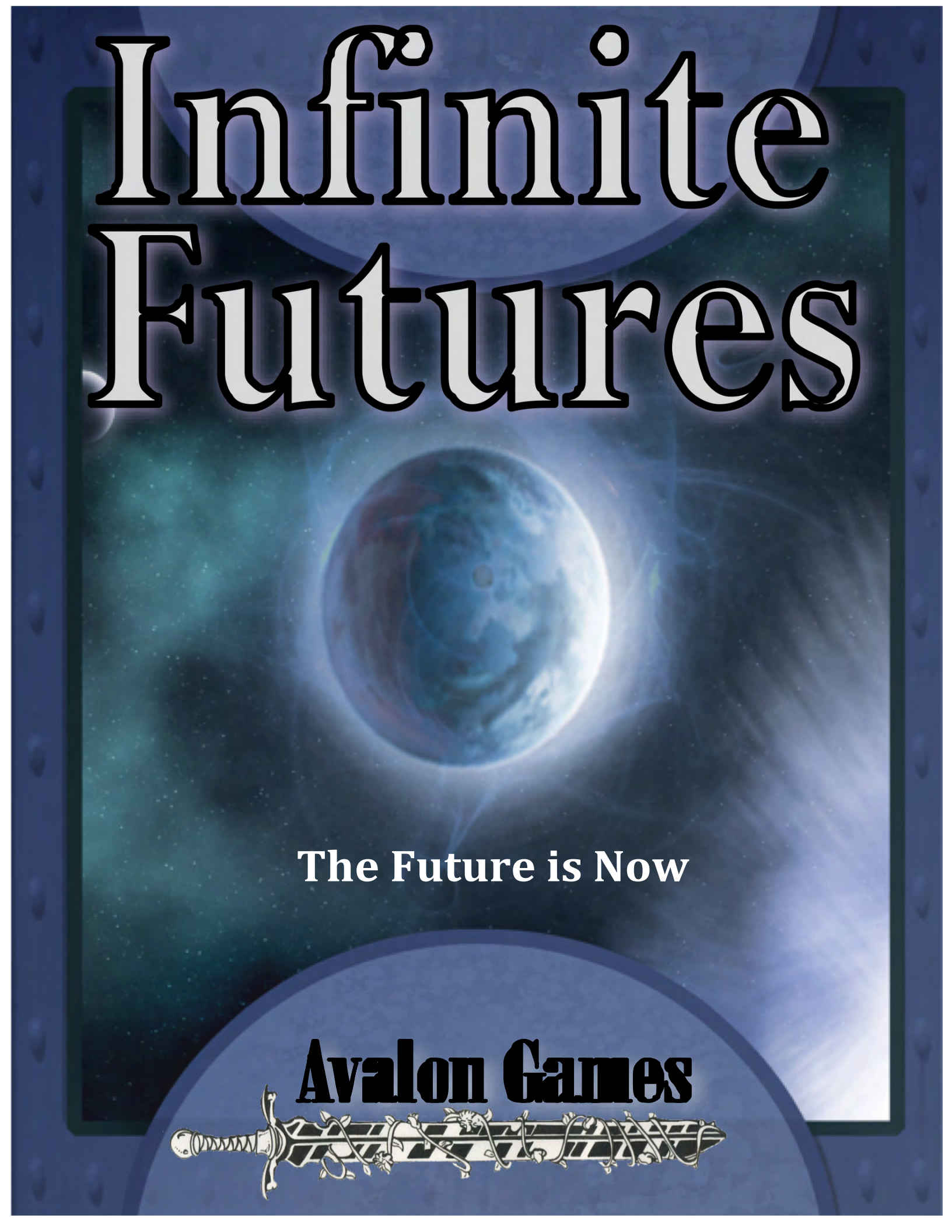

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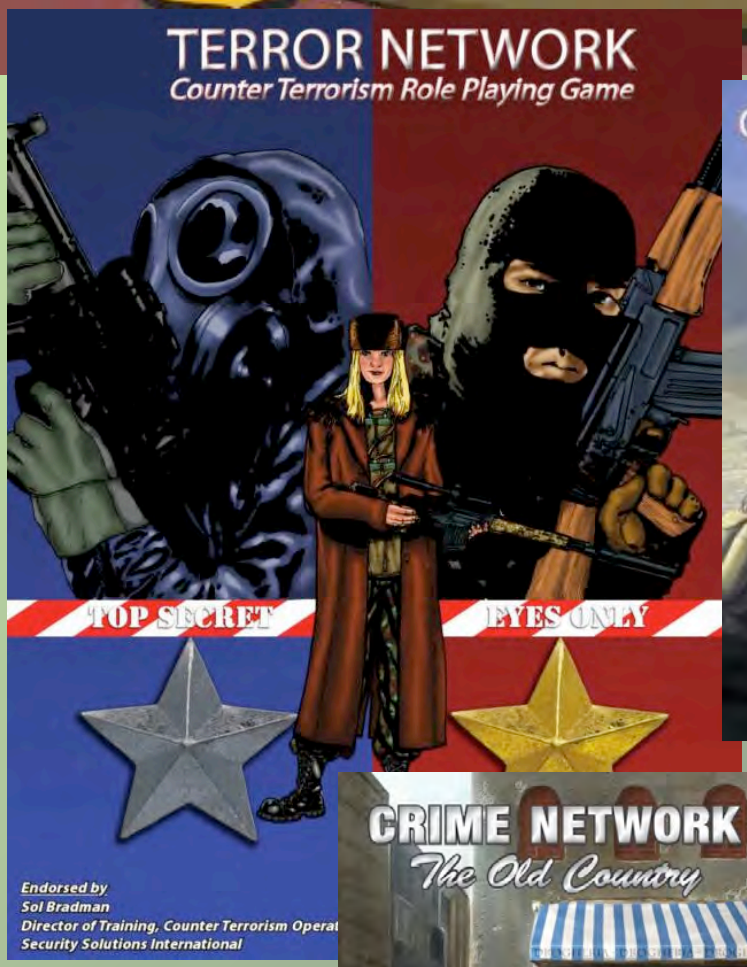

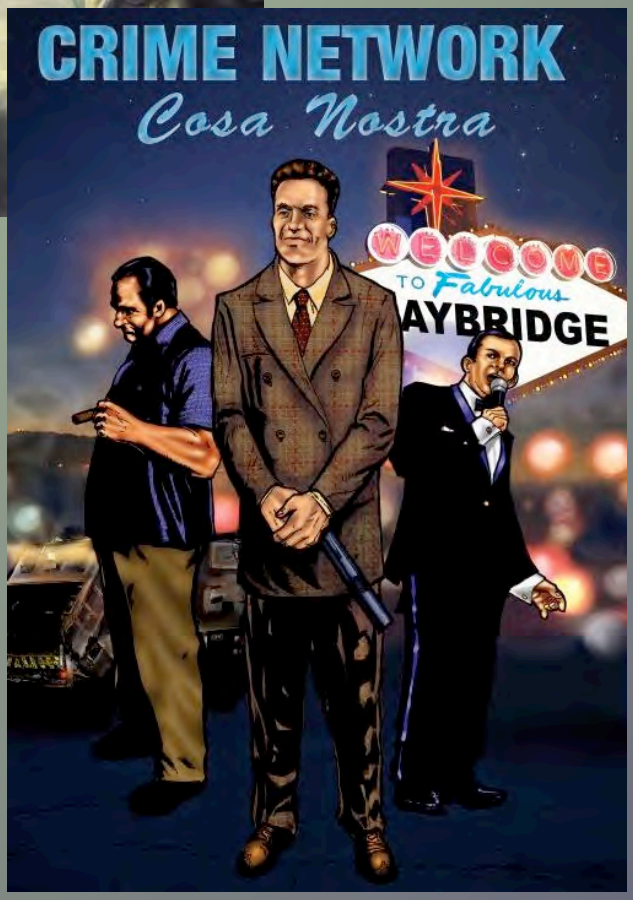

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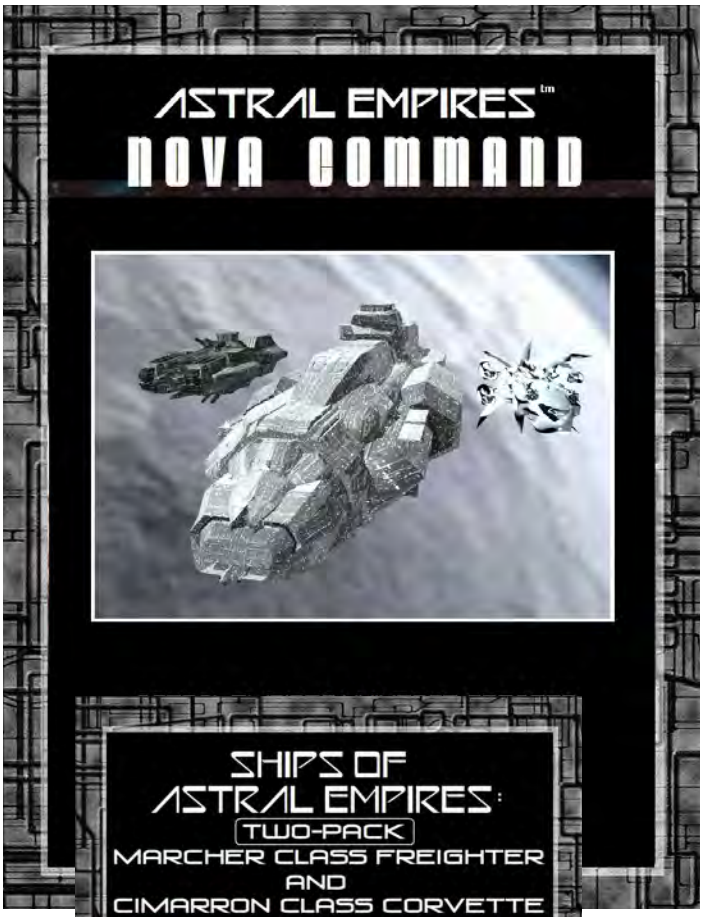

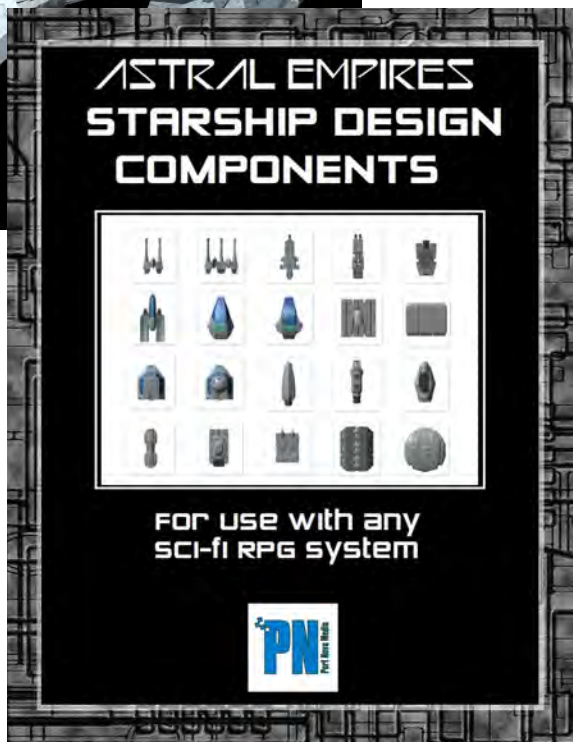

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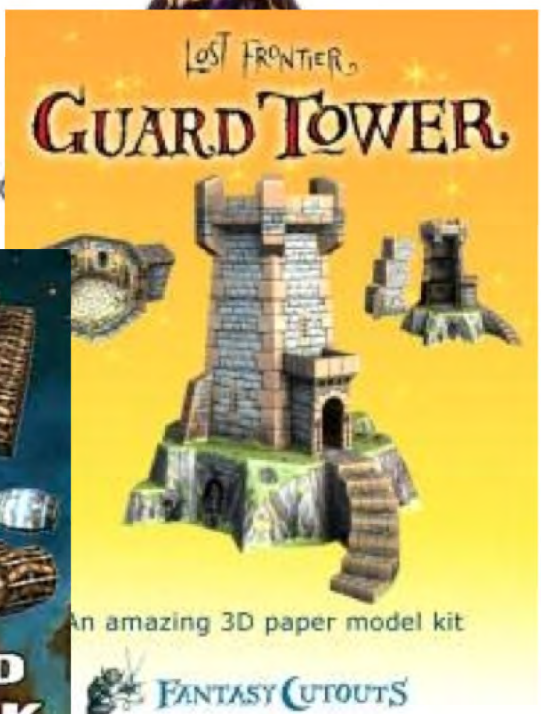
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