



NEVERWHEN

MECHA



NEVER WHEN: MECHA

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CHAPTER ONE:

NEW RACES



A small group of sentients slowly walks the ramp of the shuttle. They are in awe of the spectacle before them through the mist and steam they can see dozens of metal goliaths moving about as if part of some chaotic dance moving cargos and even smaller mecha about the landing area.

Out of the mist a floating blue orb about a foot across appears rushes at the group and burst in a blast of blue and white light. The orb is replaced by a chest high pulsing ribbon of light. On contact with the light a thought is heard saying "follow".

The glowing ribbon leads the party to a conference room at the front of which stands a human in a blue flight suit. What stands out most about her is the ranking crystal which is gold on gold.

As they wander into the room she starts "Welcome to Cirrus VII this will be the start of your eight weeks of orientation for working at one of the many arena or construction facilities."



NEOGEIST

The neogeist are a race of energy creatures that do not have a physical form.

Table 1.1: Neogeist Personal Power Level Modifiers

Faith	+2
Magic	+2
Psionic	+2
Syncratic -	-2
Syncratic +	-2
Technology	+2

The neogeist are a race of asexual energy creatures. They are able to inhabit any object for short periods of time, but to inhabit an object for extended periods the object must be specially prepared.

Physical Description: In their natural form neogeist appear as a roughly humanoid energy cloud. The color of the cloud is dependent on the alignment of the neogeist, blue-white for unaligned or neutral, golden for good, and scarlet for evil. With the intensity of the color being based on the mood of the neogeist.

Society: The neogeist form small communities ranging from 10-20 members that are working towards a common goal. As goals change members of the community will change.

Relations: The neogeist form close knit communities centering on friends and close allies usually of similar alignments. The primary difference between the colors of neogeist is that scarlet tend to have the smallest community groupings and blue-white the largest.

Adventurers: Most neogeist prefer to stay with their communities, but a few hearty individuals will take to the

adventuring lifestyle. Adventurer neogeist form community bonds with those adventurers they travel with. These bonds are reinforced by the dangers of the adventuring lifestyle.

Names: The neogeist do not normally need names due to their telepathic nature. When dealing with non-telepathic creatures they adopt two-part names. Usually a common first name (for the area they frequent) followed by a force of nature or an extreme event/situation for example; Ricardo Pyroclastic.

Racial Abilities

The Merging: The neogeist can inhabit any object. If the object has not been specially prepared they can only merge with it for a short time. The race begins play with one common shell. Creation of a shell requires the Shell Preparation Ritual.

Table 1.2: Neogeist Common Shells

Type	Soldier	Scientist	Worker	Commoner
Hit Points	8 per level	6 per level	10 per level	6 per level
Damage Resistance	10	5	8	3
Strength	10 + Int Mod	8 + Int Mod	14 + Int Mod	8 + Int Mod
Dexterity	10 + Int Mod	14 + Int Mod	6 + Int Mod	8 + Int Mod
Constitution	10 + Wis Mod	8 + Wis Mod	10 + Wis Mod	8 + Int Mod
Speed	25	30	20	30
Weight	250 Pounds	200 Pounds	300 Pounds	200 Pounds
Cost/Avail (Prepared)	13,000/30	5,000/25	2,600/20	1,000/15
Cost/Avail (Unprepared)	6,500/25	2,500/ 20	1,300/ 15	500/10

While merged, a shell can be repaired by using object repair magic, by meditation which will repair 1d4+2 hit points per minute, or by the use of the Repair skill which repairs 1d10 hit points per minute on a successful TN-15. If the neogeist is not merged with the shell, it can only be fixed using the repair skill. If a shell goes to 0 hit points the neogeist is forced out of the shell. The shell can be repaired as long as it has not gone below -10 hit points. The neogeist cannot merge with the shell until it is above 0 hit points.

Until a neogeist reaches 5th level they can only merge for long periods with prepared shells. Starting at 10th level the neogeist can merge with a prepared robot (medium or smaller) or a prepared vehicle (Huge or smaller). The cost of preparing the robot increases its cost by times 5. At 15th level a neogeist can merge with a prepared mecha, robot, or vehicle of any size. For the cost increase to the robot see

Table 1.3: Prepared Robot Cost. A merged robot counts as being powered by life force so will not be shut down by the technology level hardcap being too low.

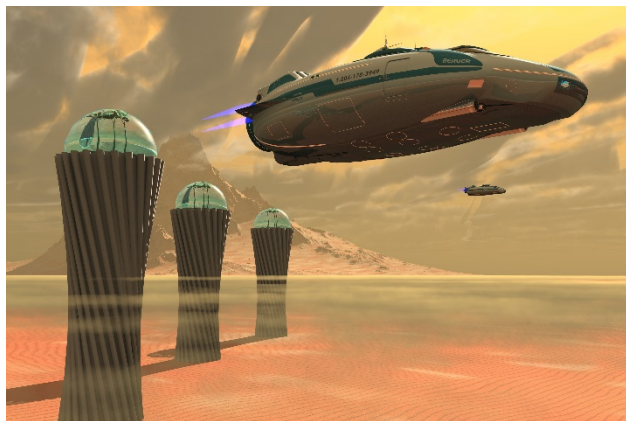
Robot Size	Cost Increase	Availability
Medium	x 5	+10
Large	x 10	+10
Huge	x 20	+10
Gargantuan	x 30	+10
Colossal	x 50	+10
Colossal II	x 75	+10

Neogeist can leave a shell or object at any time. It takes a full round action to do so and another full round action to merge with a prepared object or shell. While attempting to merge with an object they are

protected by the object's hit points.

Neogeist can control a number of limbs on a shell equal to one per Intelligence modifier (minimum of four, two arms and two legs). For example, a neogeist with an Intelligence modifier of +5 could control two legs and three arms. Each arm gives the neogeist one additional standard action per round (using the arm). Each additional leg increases the neogeist's speed by 2 squares.

For non-standard shells such as mecha, robots, and such each piece of special equipment (weapon, sensor, and device) count as a separate limb.



If a neogeist merges with a piece of equipment such as a mecha, starship, or vehicle they are considered to be trained in all of the appropriate skills for the object and the required skill counts as a class skill. In addition, if the neogeist does not have the required skills they temporarily gain the skill(s) with a number of ranks equal to $\frac{1}{2}$ the neogeist's Intelligence modifier with a maximum of character level. For example, if a neogeist with 18 Intelligence merged with a starship, while merged Pilot and Starship Gunnery would be considered class skills and if the neogeist did not have the skill it would have 2 ranks. If the neogeist already has the required skills they receive a miscellaneous bonus of +3.

If a neogeist merges with a device, they gain either the appropriate skill or a +3 bonus if they already have the skill (as outlined above).

The merging allows a neogeist to enter and bind with a prepared shell. They may merge with unprepared objects. To merge with an unprepared object requires a Charisma check dependent on size and complexity of the object. The Charisma check has a DC of 15 plus modifiers. The merging

with an unprepared object lasts for 1 round per point of Intelligence modifier.

It takes 2 rounds to merge with an unprepared object. While merged with an object the neogeist can perform any actions that the object could normally perform. For example, merging with a refrigerator would allow a neogeist to keep food cold and create ice cubes.

Another example, if a neogeist merged with a full-suit of plate armor they would be able to walk around and use it as a shell for a short period of time.

There are a few things that hamper a neogeist with merging; particularly with complex systems. Most forms of complex systems have Intrusion Countermeasure (IC) software installed in order to attempt to stop hackers from accessing the systems. This can interfere with the merging, and give the neogeist a bit of a headache. There are two types of IC; mystical and non-mystical. For mystical IC add $\frac{1}{2}$ the rating of the IC to the neogeist's DC for the merge. For non-mystical add $\frac{1}{4}$ the rating of the IC to the neogeist's DC for the merge. For example: a 4th level neogeist attempting to merge with a large unprepared technology level 8 computer loaded with rating 12 non-mystical IC would have a base DC of 24. That's 25 for the computer, +3 for the IC software and -4 for character level.

Large Complex Shells: When a neogeist merges with a large complex object such as a starship, they are somewhat limited by the compartmental nature of the systems. For example, the bridge systems are specifically designed so that surges and such from engineering will rarely be harmful to its systems. In addition not all systems will be connected to all compartments. This translates to the neogeist being limited to a number of compartments equal to their character level divided by 5. The Gamemaster determines what compartments or systems are available for control.

Healing: The neogeist heal wounds in much the same ways as other characters but are limited to either healing over time or supernatural means of healing (Faith, Magic, or Psionics) this is especially true when they are in their natural form.

While in their natural form neogeist may enter a state of deep meditation during which they can accelerate their healing. For each hour spent meditating the neogeist will heal $\frac{1}{2}$ their Intelligence modifier in wound points. This process cannot be accelerated in anyway.

Shell Creation: Standard shells can be created by any craftsmen capable of creating masterwork items. They are just illogically assembled robotic units. Illogical because not all of the pieces connect to each other. These connections are made by the neogeist. Each shell is created as a masterwork item using the normal construction rules.

For details on the spell for preparing shells see the New Spells chapter.

Table 1.4: Unprepared Shells DC

Size	DC
Small or less	+2
Medium	+5
Large	+8
Huge	+11
Gargantuan	+15
Modifiers	
Each PL 5-6	+1
Each PL 7-8	+2
Each PL 9	+3
Each PL 10	+5
Per Character Levels	-1

NEOGEIST RACIAL TRAITS

+4 Intelligence, +4 Wisdom, +4 Charisma, No Strength, Dexterity or Constitution Score.

Darkvision: Darkvision up to 60 feet.

Size: Medium

Increase Speed: In natural incorporeal form a neogeist has a speed of 50'. Otherwise speed is based on the shell inhabited.

Long Lived: Due to the neogeist being essentially immortal they gain a bonus class skill.

Wraith Form: In their natural form neogeist are insubstantial. While in their natural form they do not have any hit points, so any damage they take goes directly to wounds.

Special Wounds: Since neogeist do not have a Constitution score; their wound points are based on their Intelligence.

The Merging: This is the ability of the neogeist to inhabit specially prepared shells or objects.

No Physical Form: Since the neogeist do not have a physical form they may not take any Edges or Hindrances that alter physical (STR, DEX, or CON) abilities. Due to not having a physical form neogeist have a cyber capacity and cyber tolerance of zero. This value cannot be modified.

Unable To Speak: A neogeist communicates via telepathy, which allows them to communicate with any intelligent creature within 100 feet. Due to having no voice neogeist are unable to use standard technological communications equipment.

Neogeist Shell: While in their shells neogeist are immune to poison, disease, and similar effects. Magical and non-chemical stun effects still affect neogeist, but only have ½ the normal duration. They are highly resistant to the following attacks:

- **Non-Lethal Damage:** Neogeist are immune to non-lethal damage attacks.
- **Ability Damage:** Neogeist have 4 points of resistance versus ability damage and drains.

Starting Shell: At character creation the neogeist is given a prepared Commoner shell.

Class Restriction: neogeist may not be Trans-Dimensional Magi.

Incorporeal (Ex) An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus). An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own, unless they are merging with the object. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. In their natural form neogeist do not have Dexterity or Strength scores so their Intelligence modifier is applied to melee, ranged, CMB, and CMD. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

As incorporeal creatures, neogeist do not need to eat or drink but they do need to rest for 6 hours out of every 24 hours to recharge themselves. This counts as a normal sleeping period for edges and hindrances.

NEW XENOFORMS

XENOFORM RACIAL TRAITS

Animal Blood: For all effects related to race, a xenofom is considered to be the same race as their animal stock. Xenofoms cannot be used as animal companions.

Low-Light Vision: Xenofoms can see twice as far as humans in conditions of dim light.

Animal Telepath: Xenofoms are able to communicate with all forms of their base animal type.

Automatic Languages: Common and Trade.

Ankylosauroid: Descended from a creature so armored it even has armored eyelids, the ankylosauroid relies on its natural armor and weapons, the mace tail in particular to protect themselves. More advanced ankylosauroids commonly augment their natural armor with high tech armors.

Ankylosauroids have triangular bony heads ending in a broad snout. They have thick arms and legs, a spiked armored carapace on their backs and a large mace tail. Their bodies are wide and turtle like with bony protrusions scattered about the carapace.

Due to the unusual shape of ankylosauroids they pay double for all clothing and armor, with the availability being increased by +3. **Racial Skills:** Perception +2, Survival +2

Brontosauroid: Brontosauroids are tall long necked reptile xenofoms with broad flat feet. They have small heads with their eyes toward the rear, on the sides of their triangular muzzle. The neck of brontosauroids makes up 1/3 their height with the long tails length being close to the combined height (body and neck).

Due to the unusual shape of brontosauroid they pay double for all clothing and armor, with the availability being increased by +3. **Racial Skills:** Intimidate +2, Perception +2, Swim +2

Chameleon: Chameleons are xenofoms that have fat bodies with loose, leathery skin. Their legs and arms tend toward being thin with loose skin, with their tail having the same length as their height. **Racial Skills:** Stealth +4, Swim +2



Dolphin: The bodies of dolphin xenofoms are thick with a slick grayish skin. They have rounded heads with a long beak/snout. **Racial Skills:** Perception +2, Swim +4

Gila Monster: The bodies of gila monster xenofoms tend towards being round and tubular with bright mottled yellow and brown patterned scales. A blunt triangular head, short

stubby arms/legs and a long fat tail. **Racial Skills:** Stealth +2, Survival +4

Mastodon: “Massive” is a good way to describe a mastodon xenofom. They have huge heads with a massive hump at the top of the skull, small eyes, huge floppy ears, and a massive trunk. The extremely large body has a hump on their backs with tree trunk like arms and legs. They also have a skinny tail.

Due to the unusual shape of mastodon they pay double for all clothing and armor, with the availability being increased by +3. **Racial Skills:** Perception +3, Intimidate +3.

Pterasoid: Pterasoid xenofoms have evolved for efficient flight. With a wingspan approximately three times their height. The pterasoid has evolved into an omnivore but prefers meat.

Their heads are extremely long and narrow, with a beak leading back to a narrow skull ending in a lengthy head crest. They have long necks and compact bodies. Their arms (which

are part of the wing structure) and legs are skinny and tipped with small hands and feet with three fingers/toes.

Due to the unusual shape of pterasoid they pay double for all clothing and armor, with the availability being increased by +3. **Racial Skills:** Fly +6

Road Runner: These fast running bird xenofoms have sharp beaks, eyes on the sides of their heads, feathers and talons on their feet. **Racial Skills:** Navigation +2, Perception +2, Survival +2.

Saber Tooth Tiger: These prehistoric felines use their distinctive teeth as slashing weapons, normally aiming for a vulnerable spot such as the neck or a joint. They have evolved to become xenofoms who have wide heads with massive muzzles, broad noses and

pointed ears. Thick fur cover their muscular bodies which tends toward mottled browns and grays. They have humped shoulders and long furry tails.

Due to the unusual shape of saber tooth tiger they pay double for all clothing and armor, with the availability being increased by +3. **Racial Skills:** Climb +2, Intimidate +2, Stealth +2.

Stegosaurioid: Evolved to deal with harsh environments and extremes in temperature. The Stegosaurioid xenoforms have tiny pointed heads that taper directly into the neck which in turn tapers into the massive body. The massive body is supported by tree trunk like arms and legs. Their lumpy spiked tail has a length equal to ½ the xenoforms height.

Due to the unusual shape of stegosaurioid they pay double for all clothing and armor, with the availability being increased by +3. **Racial Skills:** Perception +4, Survival +6

Triceratops: They have enormous thick skulled head with skull bone extending over their shoulders with thick, pebbly skin, a massive body and tree trunk like limbs. Sharp spike like horns extend from either side of the forehead and from the end of the snout. The thick tail runs about half the body height.

Due to the unusual shape of triceratops xenoforms, they pay double for all clothing and armor, with the availability being increased by +3. **Racial Skills:** Perception +2, Swim +2, Survival +2

Tyrannosoid: The dominant feature of tyrannosoid xenoforms is their extremely large heads and mouths full of razor sharp teeth. They have small inset eyes that are protected by bony eyebrow ridges. Ears and nose are just holes. The massive head is at the end of a thick muscular neck.

Tyrannosoids have short arms ending in tiny hands mounted at the front of their bodies. Their lower body is large, rounded and thick, propelled by two massive legs and balanced by a powerful tail. Feet and hands are three clawed.

Due to the unusual shape of tyrannosoid they pay double for all clothing and armor, with the availability being increased by +3. **Racial Skills:** Intimidate +6

Whale: These extremely large ocean mammals have evolved or mutated into a humanoid land form. They have large rounded heads, tiny eyes, and thick grayish or black skin. Their arms and legs tend to be flattened and appear awkward at when first seen. **Racial Skills:** Navigation+2, Swim +4

Table 1.5: Xenoform Animal Stock

Stock	Str	Dex	Con	Int	Wis	Special Abilities	Attacks	Natural Armor	Speed
Ankylosaurioid	+2	+0	+4	+0	+0	Dense Muscle Structure, Increased Size, Scent	Bite 1d6, Head Butt 1d6, Mace Tail 2d8	5	20
Brontosaurioid	+4	+0	+2	+0	+0	Dense Muscle Structure, Increased Size	Claws 1d8, Whip Tail 1d10 + Trip	3	30
Chameleon	+0	+0	+0	+0	+0	Advanced Vision, Decreased Size, Prehensile Tail, Camouflage Power	Claws 1d6	1	30 Walk, 30 Climb
Dolphin	+0	+0	+0	+5	+5	Blindsight, Cold Resistance 10	Bite 1d8	2	30 Walk, 50 Swim
Gila Monster	+0	+0	+0	+0	+0	Decreased Size, Digging, Paralytic Poison Bite	Claws 1d6	1	20
Mastodon	+1	+0	+2	+0	+0	Dense Muscle Structure, Increased Size, Prehensile Trunk	Tusks 2d6	2	30
Pterasoid	+2	+2	+2	+0	+0	Increased Size, Advanced Vision, Flight	Bite 1d8	2	20 Walk, 50 Flying
Road Runner	+0	+2	+0	+0	+0	Sprint	Foot Talons 1d8, Beak 1d10	1	50 Walk, 30 Flight (Poor)
Saber Tooth Tiger	+4	+0	+2	+0	+0	Dense Muscle Structure, Scent, Dark Vision 60'	Retractable Claws 1d10, Teeth 1d8, Slashing Saber Teeth 3d6	2	50
Stegosaurioid	+4	+0	+2	+0	+0	Dense Muscle Structure, Increased Size, Thermal Back Plates, Scent, Advanced Hearing	Beak 1d4, Spiked Tail 2d10	3	20
Triceratops	+5	+0	+4	+0	+0	Dense Muscle Structure, Increased Size, Neck Shield, Advanced Hearing, Scent	Forehead Horn 1d10, Hooked Beak 1d8, Nose Horn 1d6	4	25
Tyrannosoid	+4	+0	+2	+0	+0	Dense Muscle Structure, Increased Size, Scent	Bite 1d10	4	40
Whale	+0	+0	+0	+4	+4	Increased Size, Blindsight, Cold Resistance 10	Bite 1d10	2	30 Walk, 50 Swim

SPECIAL ABILITIES

Advanced Hearing (Ex): The xenoform has exceptional vision. This grants them a +4 bonus to audio perception test.

Advanced Vision (Ex): The xenoform has exceptional vision. This grants them a +4 bonus to visual perception test.

Blindsight (Ex): The xenofom has extraordinary ability to use a non-visual sense (or a combination of such senses) to operate effectively without vision. This may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. The ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures), and operates out to a range specified in the creature description.

- Blindsight never allows a creature to distinguish color or visual contrast and cannot read with it.
- Blindsight does not subject a creature to gaze attacks.
- Blinding attacks do not penalize creatures while using Blindsight.
- Deafening attacks thwart Blindsight if it relies on hearing.
- Blindsight works underwater but not in a vacuum.
- Blindsight negates displacement and blur effects.

Camouflage Power (Ex): This ability allows the xenofom to blend in with their environment. While standing still the ability grants a +10 bonus to Stealth check, it drops to +4 if the xenofom is moving. Camouflage Power can be turned on or off as a quick action. This ability will not function if the xenofom is wearing heavy armor.

Dense Muscle Structure: This xenofom has an extremely dense bone and muscle structure. Due to this their weight is increased by 25%.

Digging (Ex): This ability allows a xenofom to burrow through soft ground at 1/4 of their normal speed and hard ground at 1/10.

Neck Shield: The xenofom has a natural shield made of bone and cartilage that provides a +3 bonus to natural armor if the attack comes from the front.

Paralytic Poison Bite (Ex): Poison, injury; **save** Fort DC 10 + xenofom's level; **frequency** 1/round for 6 rounds; **effect** Paralysis; **cure** 1 save.

Powerful Charge (Ex): A xenofom with powerful charge deals 4d6+strength modifier points of damage when it makes a charge.

Prehensile Tail (Ex): The xenofom can use their tails as if they were an extra set of hands. The tail acts like a hand with a dexterity score that is 4 points lower.

Prehensile Trunk (Ex): The xenofom can use their trunk as if was an extra set of hands. The trunk acts like a hand with a dexterity score that is 4 points lower.

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the Scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60

feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent.

Whenever the creature comes within 5 feet of the source, the creature pinpoints the source's location.

A creature with the Scent ability can follow tracks by smell, making a Wisdom or Survival check to find or follow a track. The typical DC for a fresh trail is 10, no matter what kind of surface holds the scent. This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Size Decrease: The character's size is now Small. As a Small creature, the xenofom gains a +1 size bonus to Armor Class, +1 size bonus on Attacks, -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks. The xenofom uses smaller weapons than Medium-sized character, and its lifting and carrying limits are three-quarters of those of a Medium character.

Size Increase: The character's size is increased to Large. As a Large creature, the xenofom gains a -1 size penalty to Armor Class, -1 size penalty on Attacks, +1 bonus to their Combat Maneuver Bonus and Combat Maneuver Defense, and a -4 size penalty on Stealth checks. Xenofom now has a space of 10 feet and a natural reach of 10 feet. The xenofom can use larger weapons than humans use, and their lifting and carrying limits are increased by two times (x2) those of a Medium character.

Sprint (Ex): Once per hour, the character can move 10 times his normal movement when making a charge.

Thermal Back Plates: Thermal Back Plates grant the xenofom cold resistance 15 and heat resistance 15.

Trip (Ex): A xenofom with the trip special ability can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with its natural weapons. If the attempt fails, the creature is not tripped in return.

CHAPTER TWO: NEW CLASSES

"My name is Commander Harriet Smythe, but you won't see much of me. Here on Cirrus VII there are many specialized careers that have formed around the mecha arenas of course you have your mecha jockeys, magus, and techs. You also have your mecha scouts and your blessed cyber templar. With a bit of luck and hard work some of you may find yourselves working with some of the aces or brokers the true wheelers and dealers of the arenas. Be careful of the anti-mecha commandos they are a wild bunch that live hard and play hard." She paces back and forth in front of the conference room as she talks. You can almost hear her ticking of items on a checklist in her head.

CYBER TEMPLAR

Cyber templar are masonic soldiers of greater deities that have been chosen to fulfill their duties to battle against evil on and off the battlefield. In addition to fighting evil in all of its forms cyber templar inspire others to fight the good fight against the forces of darkness and to never give up. As reward for their righteousness and dedication, these holy champions are blessed with boons to aid them in their quests: powers to banish evil, heal the innocent, and inspire the faithful.

Role: They are the knights of the futuristic battlefield beacons of hope for their allies. While deadly to evil opponents, they can be empowering to goodly souls. The combination of martial and magical training allows the cyber templar to operate in most situations.

Alignment: Any Good

Hit Die: 1d8

Class Skill

The cyber templar's class skills (and the key ability for each skill) are: Climb (Str), Craft (Any) (Int), Demolitions (Int), Diplomacy (Cha), Drive (Dex), Heal (Wis), Intimidation (Cha), Knowledge (Tactics) (Int), Knowledge (Military History) (Int), Navigation (Int), Perception (Wis), Pilot (Dex), Sensor Operations (Int), Spellcraft (Int), Streetwise (Cha), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Adventure: All of the realms are filled with stories of questing knights and many cyber templar fit this role. They travel the realms combating evil and lending their fighting skills to anyone that needs their aid.

Characteristics: Cyber templar's most important characteristic is Charisma. It is used for their Lay on Hands and spellcasting abilities. Of course, other characteristics that will assist in combat are very desirable.

Background: Young cyber templar are either trained by a masonic brotherhood or taken on as a squire by another cyber templar. After many grueling years of training and studying they are set free on the realms to start their quest against evil. Normally the young cyber templar has had several encounters with evil during training to prepare them for the real world.

Other Classes: Cyber templar prefer not to adventure with evil aligned allies. They will avoid working with evil characters or that constantly violate their codes of conduct, particularly when it comes to the rules of warfare.

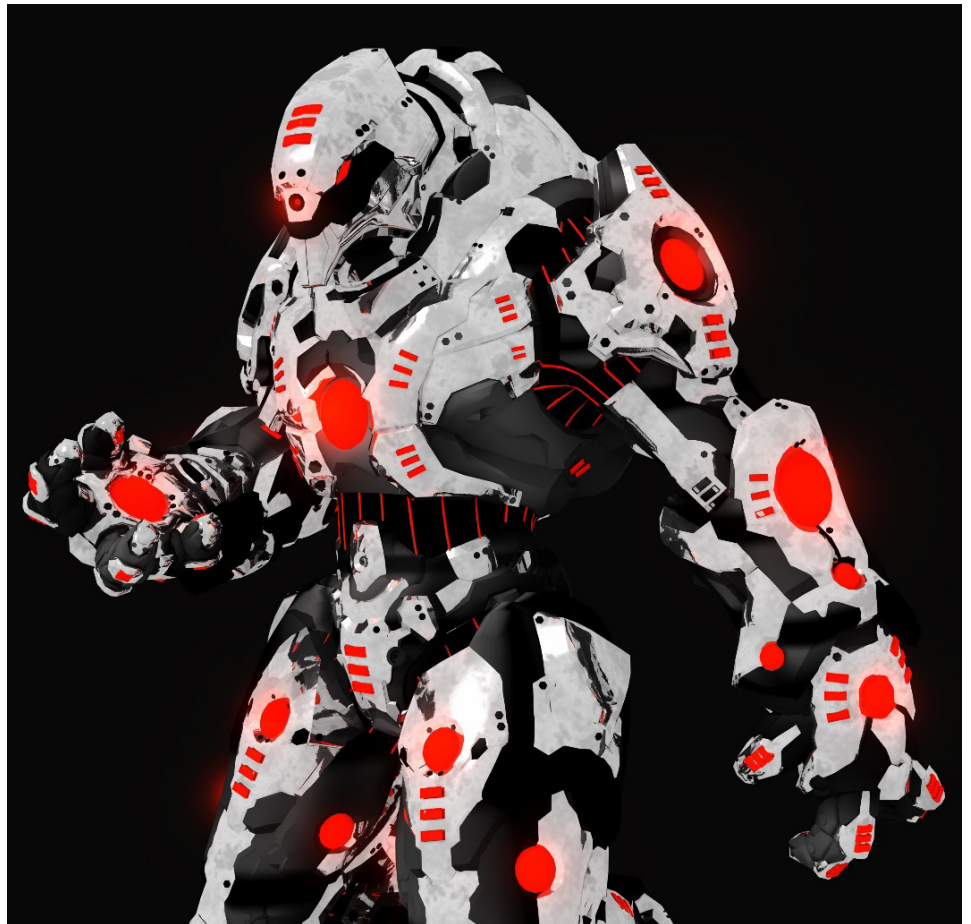


Table 2.1: Cyber Templar						Spells Per Day			
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1st	2nd	3rd	4th
1	+1	+2	+0	+2	Aura of Good, Detect Evil, Enhanced Cybernetic Frame, Smite Evil 1/Day, Knightly Path (Tier One), Power Level Boost	---	---	---	---
2	+2	+3	+0	+3	Templar's Grace, Lay on Hands	---	---	---	---
3	+3	+3	+1	+3	Aura of Courage, Templar's Health, Mercy	---	---	---	---
4	+4	+4	+1	+4	Knightly Path (Tier Two), Smite Evil 2/Day	0	---	---	---
5	+5	+4	+1	+4	Divine Bond	1	---	---	---
6	+6/+1	+5	+2	+5	Mercy	1	---	---	---
7	+7/+2	+5	+2	+5	Smite Evil 3/Day	1	0	---	---
8	+8/+3	+6	+2	+6	Banner	1	1	---	---
9	+9/+4	+6	+3	+6	Knightly Path (Tier Three), Mercy	2	1	---	---
10	+10/+5	+7	+3	+7	Smite Evil 4/Day	2	1	0	---
11	+11/+6/+1	+7	+3	+7	Aura of Justice	2	1	1	---
12	+12/+7/+2	+8	+4	+8	Mercy	2	2	1	---
13	+13/+8/+3	+8	+4	+8	Smite Evil 5/Day	3	2	1	0
14	+14/+9/+4	+9	+4	+9	Aura of Faith, Knightly Path (Tier Four)	3	2	1	1
15	+15/+10/+5	+9	+5	+9	Mercy	3	2	2	1
16	+16/+11/+6/+1	+10	+5	+10	Smite Evil 6/Day	3	3	2	1
17	+17/+12/+7/+2	+10	+5	+10	Aura of Righteousness	4	3	2	1
18	+18/+13/+8/+3	+11	+6	+11	Mercy	4	3	2	2
19	+19/+14/+9/+4	+11	+6	+11	Knightly Path (Tier Five), Smite Evil 7/Day	4	3	3	2
20	+20/+15/+10/+5	+12	+6	+12	Holy Champion	4	4	3	3

CLASS FEATURES

All of the following are class features of the cyber templar.

Starting Money: 5d6 x Personal Technology Level x 5 cr.

Weapon and Armor Proficiency: Cyber templar are proficient in the use of all simple weapons in addition to Martial Weapons, Martial Weapons (Energy Melee), Martial Weapons (Heavy), Martial Weapons (Small Arms), Non-Powered Armors (Light and Medium), Powered Armor (Light), and Shields (excluding tower shield).

Aura of Good (Ex): The power of a cyber templar's aura of good (as the Detect Good spell) is equal to her cyber templar level.

Detect Evil (Sp): At will, a cyber templar can use detect evil, as the spell. A cyber templar can, as a move action, concentrate on a single item or individual within 60 feet (1 hex in mecha scale) and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the cyber templar does not detect evil in any other object or individual within range.

Enhanced Cybernetic Frame: At first level, the cyber templar is implanted with an improved version of the concealable cybernetic frame. The frame they receive is for all body parts and counts as concealed (DC-24 to detect). The frame can be as visible as the cyber templar desires. The implantation of the frame costs the cyber templar 4 Cyber Capacity and 4 Cyber Tolerance.

Smite Evil (Su): Once per day, a cyber templar can call out to the powers of good to aid them in their struggle against evil. As a swift action, the cyber templar chooses one target within sight to smite. If this target is evil, the cyber templar adds their Charisma bonus (if any) to their attack rolls and adds their cyber templar level to all damage rolls made against the target of their smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage increases to 2 points of damage per level the cyber templar possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the cyber templar gains a deflection bonus equal to their Charisma modifier (if any) to her AC against attacks made by the target of the smite ability. If the cyber templar targets a creature that is not evil, the smite ability is wasted with no effect.

The smite ability evil effect remains until the target of the smite ability is dead or the next time the cyber templar rests and regains their uses of this ability. At 4th level, and at every three levels thereafter, the cyber templar may smite evil one additional time per day to a maximum of seven times per day at 19th level.

Knightly Path (Tier #): At 1st level, a cyber templar must decide which knightly path they will take that of the cavalier (Mecha Pilot) or that of the myrmidons (Powered Armor Pilot). Once this decision is made it cannot be changed.

Upon making the decision the candidate undergoes extensive training and receives their Series I control implant. This implant allows them to interact more efficiently with their charges (Mecha or Powered Armor). They also receive either

the Mecha Operation Feat or Powered Armor (Medium) Feat as is appropriate.

The Series I implant allows the cavalier to use their non-spellcasting abilities from within their mecha without a star chamber.

Table 2.2: Cyber Templar Implants

Series	Cavalier	Myrmidons*
I	+2 Initiative, +2 Pilot	+2 Initiative, +2 Reflex
II	+2 Initiative, +4 Pilot, +2 Willpower	+2 Initiative, +2 Reflex, +2 Willpower, +2 Perception
III	+4 Initiative, +4 Pilot, +2 Willpower, +2 Fort	+4 Initiative, +4 Reflex, +2 Fortitude, +2 Willpower, +2 Perception
IV	+4 Initiative, +4 Pilot, +4 Willpower, +4 Fort	+4 Initiative, +4 Reflex, +2 Fortitude, +2 Willpower, +2 Perception, +4 Strength
V	DR 3/magic, +4 Initiative, +4 Pilot, +4 Willpower, +4 Fortitude	DR 3/magic, +4 Initiative, +4 Reflex, +2 Fortitude, +2 Willpower, +2 Perception, +4 Strength

*- All myrmidon's implants impart the following bonuses to the power armor 1/2 armor check penalty, +2 maximum dexterity, and -25% Arcane Penalty.

Then starting at 4th level and every five levels after that (9th/14th/19th) another tier of the knightly path will be reached. At each of these tiers a decision will have to be made by the cyber templar. They can select to upgrade their implant, gain new cyberware or gain a bonus feat.

The different grades of the cyber templar control implants are listed on the Table 2.2. At each tier in the path the cyber templar may choose to upgrade the control implant one mark. For bonus feats; the cyber templar may choose any mecha or soldier feats. The cyberware that they may select is based on the characters personal technology level and the technology level that the character can access. For example, cyberware below technology level 9 requires some form of maintenance be it special enzymes eaten or certain drugs taken on a regular bases to keep things running like clockwork. So you will want to match up a characters personal technology level with their any cyberware they install to make sure they understand how to maintain it, if it is below tech level 9(TL9). If you can find TL9+ cyberware well then you are all set.

The other limiting factors on cyberware that a cyber templar can pick up at each tier is the availability and the virtual cost. The maximum availability of the cyberware at each tier is limited to cyber templar level + Charisma modifier. The virtual credit limit for purchasing the cyberware is equal to 1,000 credits times the cyber templar's character level.

Power Level Boost: At 1st level, a cyber templar through their initiations into the order are taught many things about technology and their inner workings. This knowledge imparts a minimum Personal Technology Level of 6 for the cyber templar. If the cyber templar already has a higher Personal Technology Level it is increased by one to a maximum of 10.

Templar's Grace (Su): At 2nd level, a cyber templar gains a bonus equal to their Charisma bonus (if any) on all saving throws. This bonus effects both the cavalier and the mecha, also the myrmidon and their powered armor.

Lay on Hands (Su): Beginning at 2nd level, a cyber templar can heal wounds (their own or those of others) by touch. Each day they can use this ability a number of times equal to 1/2 their cyber templar level plus Charisma modifier. With one use of this ability, a cyber templar can heal 1d6 hit points of damage for every two cyber templar levels they possess. Using this ability is a standard action, unless the cyber templar targets themselves, in which case it is a swift action. Despite the name of this ability, a cyber templar only needs one free hand to use this ability.

Alternatively, a cyber templar can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage for every two levels the cyber templar possesses. Using Lay on Hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

The lay on hands ability only requires contact with the person, or the mecha, or the power armor the recipient of the healing is occupying.

Aura of Courage (Su): At 3rd level, a cyber templar is immune to fear (magical or otherwise). Each ally within 10 feet (2 hexes in mecha scale) of them gain a +4 morale bonus on saving throws against fear effects. This ability functions only while the cyber templar is conscious and not if unconscious or dead.

Templar's Health (Ex): At 3rd level, the cyber templar gains a +6 resistance to all diseases, including supernatural and magical diseases.

Mercy (Su): At 3rd level, and every three levels thereafter, a cyber templar can select one mercy. Each mercy adds an effect to the cyber templar's lay on hands ability. Whenever the cyber templar uses Lay on Hands to heal damage to one target, the target also receives the additional effects from all of the mercies possessed by the cyber templar. A mercy can remove a condition caused by a curse, disease, or poison without curing the affliction. Such conditions return after 1 hour unless the mercy actually removes the affliction that causes the condition.

At 3rd level, the cyber templar can select from the following initial mercies.

- Fatigued: The target is no longer fatigued.
- Shaken: The target is no longer shaken.
- Sickened: The target is no longer sickened.

At 6th level, a cyber templar adds the following mercies to the list of those that can be selected.

- Dazed: The target is no longer dazed.
- Diseased: The cyber templar's Lay on Hands ability also acts as remove disease, using the cyber templar's level as the caster level.
- Staggered: The target is no longer staggered, unless the target is at exactly 0 hit points.

At 9th level, a cyber templar adds the following mercies to the list of those that can be selected.

- **Cursed:** The cyber templar's Lay on Hands ability also acts as remove curse, using the cyber templar's level as the caster level.
- **Exhausted:** The target is no longer exhausted. The cyber templar must have the Fatigue Mercy before selecting this mercy.
- **Frightened:** The target is no longer frightened. The cyber templar must have the Shaken Mercy before selecting this mercy.
- **Nauseated:** The target is no longer nauseated. The cyber templar must have the Sickened Mercy before selecting this mercy.
- **Poisoned:** The cyber templar's Lay on Hands ability also acts as neutralize poison, using the cyber templar's level as the caster level.

At 12th level, a cyber templar adds the following mercies to the list of those that can be selected.

- **Blinded:** The target is no longer blinded.
- **Deafened:** The target is no longer deafened.
- **Paralyzed:** The target is no longer paralyzed.
- **Stunned:** The target is no longer stunned.

These abilities are cumulative. For example, a 12th-level cyber templar's Lay on Hands ability heals 6d6 points of damage and might also cure fatigued and exhausted conditions as well as removing diseases and neutralizing poisons. Once a condition or spell effect is chosen, it can't be changed.

Spells: Beginning at 4th level, a cyber templar gains the ability to cast a small number of divine spells (which are drawn from the paladin and cyber templar spell list presented in Chapter 10 of the Pathfinder Roleplaying Game and the Magic chapter respectively). A cyber templar must choose and prepare their spells in advance.

To prepare or cast a spell, a cyber templar must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cyber templar's spell is 10 + the spell level + the cyber templar's Charisma modifier.

Like other spellcasters, a cyber templar can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on cyber templar table. In addition, they receive bonus spells per day for a high Charisma score. When the cyber templar table indicates that the cyber templar gets 0 spells per day of a given spell level, they gain only the bonus spells that would be gained based on the Charisma score for that spell level.

A cyber templar must spend 1 hour each day in quiet prayer and meditation to regain their daily allotment of spells. A cyber templar may prepare and cast any spell on the cyber templar spell list, provided that they can cast spells of that level, but they must choose which spells to prepare during the daily meditation.

Through 3rd level, a cyber templar has no caster level. At 4th level and higher, their caster level is equal to her cyber templar level – 3.

Divine Bond (Sp): Upon reaching 5th level, a cyber templar forms a divine bond with their god and their armor or



mecha. This bond can take one of three forms and once chosen, the form cannot be changed.

The first type of bond allows the cyber templar to enhance their chosen weapon as a standard action by calling upon the aid of a celestial spirit for 1 minute per cyber templar level. When called, the spirit causes the weapon to shed light as a torch. At 5th level, this spirit grants the weapon a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *axiomatic*, *brilliant energy*, *defending*, *disruption*, *flaming*, *flaming burst*, *holy*, *keen*, *merciful*, and *speed*. Adding these properties consumes an amount of bonus equal to the property's cost (see: Magic Weapons Special Abilities in the Pathfinder Roleplaying Game). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. This blessing can only be performed on melee and projectile weapons, not energy weapons, missiles, or rockets. The celestial spirit imparts no bonuses if the weapon is held by anyone other than the cyber templar but resumes giving bonuses if returned to the cyber templar. These bonuses apply to only one end of a double headed weapon. A cyber templar can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If a weapon bonded with a celestial spirit is destroyed, the cyber templar loses the use of this ability for 30 days, or until they gain a level, whichever comes first. During this 30-day period, the cyber templar takes a –1 penalty on all attack and weapon damage rolls.

The second type of bond allows the cyber templar to enhance their armor as a standard action by calling upon the aid of a celestial spirit for 1 minute per cyber templar level. When called, the spirit causes the armor to shed a golden light. At 5th level, this spirit grants the armor a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the armor, stacking with existing armor bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *Ghost Touch*, *Heavy Fortification*, *Invulnerability*, *Light Fortification*, *Medium Fortification*, *Spell Resistance* (+3, 13), *Spell Resistance* (+5, 15), *Spell Resistance* (+7, 17), and *Spell Resistance* (+9, 19). Adding these

properties consumes an amount of bonus equal to the property's cost (see: Magic Armor Special Abilities in the Pathfinder Roleplaying Game). These bonuses are added to any properties the armor already has, but duplicate abilities do not stack. If the armor is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the armor is worn or operated (cyber templar must be primary pilot) by anyone other than the cyber templar but resumes giving bonuses if returned to the cyber templar. A cyber templar can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If bonded armor with a celestial spirit is destroyed, the cyber templar loses the use of this ability for 30 days, or until the cyber templar gains a level, whichever comes first. During this 30-day period, the cyber templar takes a –1 penalty on armor class and all saves.

The third type of bond imparts a limited form of sentients into the cyber templar's armor or mecha. This allows the armor or mecha to assist the cyber templar in ways beyond the norm. Starting at 5th level and every 3 levels after the cyber templar's bonded armor or mecha receives a bonus to one of the following areas: *Fortitude Saves*, *Reflex Saves*, *Willpower Saves*, *Armor Class*, *Hardness*, *Piloting*, *Hull Points*, or *Targeting*. Each area may only be selected once, for each area other than hull points the bonus is a +2. In the case of hull points the mecha receives an additional +15% hull points.

Once per day, as a full-round action, a cyber templar may magically summon their bonded armor or mecha. This ability is the equivalent of a spell of a level equal to one-third the cyber templar's level. The armor or mecha immediately appears in an open space no more than 50 feet away from the cyber templar. Alternatively if the cyber templar is already within 100 feet of their armor or mecha they can use this ability as a free action to get into their armor. A cyber templar can use this ability once per day at 5th level, and one additional time per day for every 4 levels thereafter, for a total of four times per day at 17th level.

Should the cyber templar's bonded armor or mecha be destroyed, the cyber templar may not use this ability for 30 days or until the cyber templar gains a level, whichever comes first. During this 30-day period, the cyber templar takes a –1 penalty on attack and weapon damage rolls.

Banner (Ex): At 8th level, a cyber templar's banner becomes a symbol of inspiration to his allies and companions. As long as the cyber templar's banner is clearly visible, all allies within 60 feet (2 Hexes in mecha scale) receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls. At 13th level and 18th level these bonuses increase by +1. The banner must be at least one size smaller than the armor or mecha being used and must be carried or displayed by the cyber templar to function.

Aura of Justice (Su): At 11th level, a cyber templar can expend two uses of their Smite Evil ability to grant the ability to smite evil to all allies within 10 feet (at character scale) or 1

hex (at mecha scale), using the cyber templar's bonuses. Allies must use this Smite Evil ability by the start of the cyber templar's next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures gain no benefit from this ability.

Aura of Faith (Su): At 14th level, a cyber templar's weapons are treated as good-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within the first range increment of a non-missile or rocket weapon are considered to have a good alignment.

This ability functions only while the cyber templar is conscious and not if unconscious or dead.

Aura of Righteousness (Su): At 17th level, a cyber templar gains DR 5/evil and immunity to compulsion spells and spell-like abilities. Each ally within banner range gains a +4 morale bonus on saving throws against compulsion effects.

This ability functions only while the cyber templar is conscious and not if unconscious or dead.

Holy Champion (Su): At 20th level, a cyber templar becomes a conduit for the power of their god. Their DR increases to 10/evil. Whenever they use Smite Evil and successfully strike an evil outsider, the outsider is also subject to a *banishment*. The cyber templar using their level as the caster level (weapon and holy symbol automatically count as objects that the subject hates). After the *banishment* effect and the damage from the attack is resolved, the smite ability immediately ends. In addition, whenever they channel positive energy or use Lay on Hands to heal a creature, they heal the maximum possible amount.

Code of Conduct: A cyber templar must be of good alignment and loses all class features except proficiencies if ever willingly commits an evil act. In addition, their code requires;

- Never be cruel.
- Never be cowardly.
- Never give up.
- Never give in.
- Act with honor (not lying, not cheating, not using poison, hold combatants to the tenets of the Manzala conventions on warfare, and so forth).
- Help those in need (provided they do not use the help for evil ends).
- Punish those who harm or threaten innocents.
- Avenge the innocent they are unable to protect.

Manzala Articles of Warfare

The Manzala Articles of Warfare is an extremely long document outlining the rules on "civilized" warfare between the signers. Its purpose is to minimize the amount of irreparable damage done to worlds in conflicts and the civilian casualties. Below is a basic outline most articles are extremely long with legal wording and exceptions. For example, Article II in the case of military units in being evacuated with civilians the orbital bombardment may begin

after only a one-hour warning instead of four.

Article I – This article outlaws the use of Anti-Matter, Nuclear, and other weapons of their type on targets within 50,000 miles of a planet.

Article II – This article limits orbital bombardments to only military targets. If the defender has placed military assets near civilian targets then a four-hour evacuation warning must be given for the civilians.

Article III – This article establishes all of the guidelines for the “white flag” as a universal sign of surrender or truce, which all signatories must abide by.

Article IV – This article establishes safe passage off world and/or out of realm for defeated units. This include fair treatment for all prisoners and wounded.

Article V – This article restricts the research, development, and use of biological or chemical weapons.

Article VI – This article forbids the use of reality altering magics beyond a personal level.

Associates: While they may adventure with good or neutral allies, a cyber templar avoids working with evil characters or with anyone who consistently offends their moral code. Under exceptional circumstances, a cyber templar can ally with evil associates, but only to defeat what they believe is a greater evil. A cyber templar should seek an *atonement* spell periodically during such an unusual alliance, and should end the alliance immediately should they feel it is doing more harm than good. A cyber templar may accept only henchmen, followers, or cohorts who are of a good alignment.

MECHA JOCKEY

Select this class if you want your character to be an expert mecha operator, in command of a massive, armored war

machine equipped with terrifying weaponry. Life on the mecha battlefields can be very short and painful.

Role: They are the warlords and warriors of the futuristic battlefield most prefer to be in their mecha for combat, but are no strangers to combat outside of them. While mounted in a mecha the mecha jockey takes the role appropriate to the mecha they are piloting.

Alignment: Any

Hit Die: 1d8

Class Skill

The mecha jockey’s class skills (and the key ability for each skill) are Climb (Str), Craft (Any) (Int), Demolitions (Int), Diplomacy (Cha), Drive (Dex), Heal (Wis), Intimidation (Cha), Knowledge (Tactics) (Int), Knowledge (Military History) (Int), Navigation (Int), Perception (Wis), Pilot (Dex), Ride (Dex), Sensor Operations (Int), Starship Gunnery (Int), Streetwise (Cha), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Adventure: Mecha jockeys are renowned for being adventures and soldiers of fortune, selling the services of their mecha to the highest bidder. Not all mecha jockeys are mercenaries but all are wild adventurers at heart.

Characteristics: To a mecha jockey piloting is everything, meaning Dexterity is the characteristic with the highest priority.

Background: Mecha jockeys are usually trained either by mercenary companies or national armed forces. In rare occasions a noble will have a standing house army that includes mecha. This all depends on the realm.

Other Classes: Mecha jockey work hand in hand with scouts depending on each other for survival. Mecha jockeys tend to rub most non-mecha troops the wrong way due to their arrogant attitudes.

Table 2.3: Mecha Jockey

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Mecha Operation, Mecha Weapons
2	+2	+0	+3	+0	Luv My Mecha +1
3	+3	+1	+3	+1	Bonus Feat
4	+4	+1	+4	+1	Bonus Feat
5	+5	+1	+4	+1	Luv My Mecha +2
6	+6/+1	+2	+5	+2	Mecha Feint +2
7	+7/+2	+2	+5	+2	Bonus Feat
8	+8/+3	+2	+6	+2	Luv My Mecha +3
9	+9/+4	+3	+6	+3	Mecha Feint +3
10	+10/+5	+3	+7	+3	Evasive Action
11	+11/+6/+1	+3	+7	+3	Luv My Mecha +4
12	+12/+7/+2	+4	+8	+4	Mecha Feint +4
13	+13/+8/+3	+4	+8	+4	Bonus Feat
14	+14/+9/+4	+4	+9	+4	Luv My Mecha +5
15	+15/+10/+5	+5	+9	+5	Mecha Feint +5
16	+16/+11/+6/+1	+5	+10	+5	Bonus Feat
17	+17/+12/+7/+2	+5	+10	+5	Luv My Mecha +6

18	+18/+13/+8/+3	+6	+11	+6	Mecha Feint +6
19	+19/+14/+9/+4	+6	+11	+6	Bonus Feat
20	+20/+15/+10/+5	+6	+12	+6	Luv My Mecha +7, Improved Evasive Action

CLASS FEATURES

All of the following are class features of the mecha jockey.

Starting Money: 5d6 x Personal Technology Level x 5 cr.

Weapon and Armor Proficiency: Mecha jockeys are proficient in the use of all simple weapons in addition to Martial Weapons, Martial Weapons (Energy Melee), Martial Weapons (Heavy), Martial Weapons (Small Arms), all Non-Powered Armors (Light, Medium and Heavy), and Shields (excluding tower shield).

Bonus Feats: Bonus feats must be drawn from the following list: Mecha Crush, Mecha Fling, Mecha Operation, Mecha Operation (Advanced), Mecha Power Attack, Mecha Sweep, Mecha Trample, Mecha Weapons, Mecha Weapons Boost, Stun Mecha, Thruster Blast. In addition, mecha jockeys can choose from the Soldier bonus feats (See Neverwhen Rulebook).



Luv My Mecha: Starting at 2nd level, a mecha jockey gains a bonus on Pilot and Repair checks when applied to a mecha he designates as familiar. The same bonus is applied to the mecha jockey's attack rolls with the mecha's ranged weapons. This bonus is +1 at 2nd level and increases by 1 every three levels thereafter (+2 at 5th level, +3 at 8th level, and so forth).

To designate a mecha as familiar, the mecha jockey must have operated it for at least one month. Minor changes and upgrades to the mecha don't affect familiarity, but if the mecha jockey switches to a mecha with a different size, different superstructure, different flight system, or more than one new weapon, he must operate it for at least one month before he is familiar with it. A mecha jockey can be familiar with only one mecha at a time.

Mecha Feint: At 6th level, a mecha jockey operating a mecha can make a Bluff check in combat as a move action (instead of an attack action). He receives a bonus on the Bluff check made to feint in melee combat. This bonus is +2 at 6th level and increases by +1 every three levels thereafter (+2 at 9th level, +3 at 12th level, and so forth).

Evasive Action: At 10th level, the mecha jockey can make a Pilot check to lessen the damage dealt by a successful attack against his mecha. If the check result exceeds the attack roll, the damage is reduced by half (round fractions down, minimum of 1 point of damage). The mecha jockey can make an evasive action check once per round. The DC for the Evasive Action is 10 + the amount of damage scored by the attack.

Improved Evasive Action: At 20th level, the mecha jockey's evasive action ability improves. A successful Pilot check negates all damage dealt by the attack.

MECHA MAGUS

Mecha magus combines potent magic with their colossal war machine to devastating effect. Their advance arcane training allows them to utilize the special features of the star chambers.

Role: Mecha magus excel at casting a selection of favored spells frequently, making them powerful battle mages. This combined with the capabilities of their mecha makes them a formidable combatant.

Alignment: Any

Hit Die: 1d6

Class Skill

The mecha magus's class skills (and the key ability for each skill) are Climb (Str), Craft (Any) (Int), Diplomacy (Cha), Drive (Dex), Heal (Wis), Knowledge (Arcana) (Int), Navigation (Int), Perception (Wis), Pilot (Dex), Profession (Wis), Repair (Int), Sensor Operations (Int), Spellcraft (Int), Streetwise (Cha), Survival (Wis), Swim (Str), Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Adventure: Mecha magus are just as adventurous as mecha jockeys. They are renowned as mercenary unit leaders and commanders. Not all mecha magus are mercenaries, but all are wild adventurers at heart.

Characteristics: To a mecha magus the only thing more important than their magic is piloting of mecha. This means that Intelligence and Dexterity are the characteristics with the highest priority.

Background: Mecha magus are usually trained either by mercenary companies or national armed forces. In rare occasions a noble who shows some magical talent will be added to a standing house army that includes mecha. This all depends on the realm.

Other Classes: Mecha magus work hand in hand with scouts depending on each other for survival. Mecha magus tends to rub most non-mecha casters the wrong way due to their arrogant attitudes.

Table 2.4: Mecha Magus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+0	+0	+0	+2	Cantrip, Mecha Operation	3	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3	Eschew Materials	4	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	Bonus Feat	5	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4	—	6	3	—	—	—	—	—	—	—
5	+2	+1	+1	+4	Enhance Spell (1)	6	4	—	—	—	—	—	—	—
6	+3	+2	+2	+5	—	6	5	3	—	—	—	—	—	—
7	+3	+2	+2	+5	Bonus Feat	6	6	4	—	—	—	—	—	—
8	+4	+2	+2	+6	—	6	6	5	3	—	—	—	—	—
9	+4	+3	+3	+6	Enhance Spell (2)	6	6	6	4	—	—	—	—	—
10	+5	+3	+3	+7	—	6	6	6	5	3	—	—	—	—
11	+5	+3	+3	+7	Bonus Feat	6	6	6	6	4	—	—	—	—
12	+6/+1	+4	+4	+8	—	6	6	6	6	5	3	—	—	—
13	+6/+1	+4	+4	+8	Enhance Spell (3)	6	6	6	6	6	4	—	—	—
14	+7/+2	+4	+4	+9	—	6	6	6	6	6	5	3	—	—
15	+7/+2	+5	+5	+9	Bonus Feat	6	6	6	6	6	6	4	—	—
16	+8/+3	+5	+5	+10	—	6	6	6	6	6	6	5	3	—
17	+8/+3	+5	+5	+10	Enhance Spell (4)	6	6	6	6	6	6	6	4	—
18	+9/+4	+6	+6	+11	—	6	6	6	6	6	6	6	5	3
19	+9/+4	+6	+6	+11	Bonus Feat	6	6	6	6	6	6	6	6	4
20	+10/+5	+6	+6	+12	Bonus Feat, Enhance Spell (5)	6	6	6	6	6	6	6	6	6

CLASS FEATURES

All of the following are class features of the mecha magus.

Starting Money: 3d6 x Personal Technology Level x 5 cr.

Weapon and Armor Proficiency: Mecha magus are skilled with simple weapons and three weapons from the following categories Martial Weapons, Martial Weapons (Energy Melee), Martial Weapons (Small Arms), and Mecha Weapons. Mecha magus are not proficient with any type of armor or with shields.

Spells: A mecha magus casts arcane spells that are drawn primarily from the techno mage and wizard spell lists. The mecha magus can cast any spell they know without preparing ahead of time, similar to the way sorcerers cast spells.

To learn or cast a spell, a mecha magus must have an intelligence score equal to at least 10 + the spell level. The dc for a saving throw against a mecha magus's spell is 10 + the spell level + the mecha magus's intelligence modifier.

Like other spellcasters, a mecha magus can cast only a certain number of spells of each spell level per day. The base daily spell allotment is given on Table 2.4: Mecha Magus Spells Per Day. In addition, they receive bonus spells per day if they have a high intelligence score.

Table 2.5: Mecha Magus Spells Known

Level	0	Spells Known							
		1st	2nd	3rd	4th	5th	6th	7th	8th
1st	4	2	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—
9th	8	5	4	3	2	—	—	—	—
10th	9	5	4	3	2	1	—	—	—
11th	9	5	5	4	3	2	—	—	—
12th	9	5	5	4	3	2	1	—	—
13th	9	5	5	4	4	3	2	—	—
14th	9	5	5	4	4	3	2	1	—
15th	9	5	5	4	4	4	3	2	—
16th	9	5	5	4	4	4	3	2	1
17th	9	5	5	4	4	4	3	3	2
18th	9	5	5	4	4	4	3	3	2
19th	9	5	5	4	4	4	3	3	2
20th	9	5	5	4	4	4	3	3	3

A mecha magus's selection of spells is extremely limited. They begin play knowing 4 0-level spells and 2 1st-level spells. At each new level, they gain one or more new spells, as indicated on Table 2.5: Mecha Magus Spells Known. (Unlike spells per day, the number of spells a mecha magus knows is not affected by their intelligence score; the numbers on the table are fixed.) These new spells can be common spells chosen from the techno mage spell lists, wizards spell lists, or they can be unusual spells that the mecha magus has gained some understanding of by study. Mecha magus can't use this method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th level, and at every even numbered mecha magus level after that (6th, 8th, and so on), they can choose to learn a new spell in place of one they already know. In effect, the mecha magus "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least 2 levels lower than the highest-level mecha magus spell they can cast. A mecha magus may swap only a single spell at any given level, and must choose whether to swap the spell at the same time that they gain new spells for the level.

Unlike a wizard or cleric, a mecha magus need not prepare their spells in advance. They can cast any spell they know at any time, assuming they have not yet used up their spells per day for that spell level. They do not have to decide ahead of time which spells to cast.

Cantrips: Mecha magus can prepare a number of cantrips, or 0-level spells, each day, as noted on Table 2.4 under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

Mecha Operation: The mecha magus receives this feat for free at 1st level.

Eschew Materials: A mecha magus gains Eschew Materials as a bonus feat at 1st level.

Bonus Feats: At 3rd, 7th, 11th, 15th, 19th, and 20th level, a mecha magus gains a bonus feat. At each such opportunity, he can choose a Metamagic feat, a Mecha Item Creation Feat, Gearhead, Jack of All Trades, Mecha Fling, Mecha Operation (Advanced), Mecha Weapons Boost, Stun Mecha, Thruster Blast, Salvage, Spell Penetration, Greater Spell Penetration or Skill Focus. They must still meet all prerequisites for a bonus feat, including level requirements. These bonus feats are in addition to the feats that characters of any class get from advancing levels.

Enhance Spell #: At 5th, 9th, 13th, 17th, and 20th level, a mecha magus gains a +3 bonus to their spell penetration and the

penetration rating of their spells versus a mecha's spell resistance and hardness ratings.

MECHA SCOUT

Mecha scouts lead the path for other mecha or operate on their own, ahead of the main force, to gather intelligence on the enemy. Due to these roles the mecha scouts use need to be small and fast. This leads to many complications in combat. The combination of operating alone and running around the battlefield at high speeds in a tiny mecha has given mecha scouts the reputation as wild-eyed adventurers.

Role: Mecha scouts fill several different roles but almost all of them focus around intelligence gathering and stealth. With the scout mecha being so light in armor and firepower it is usually better to avoid combat.

Alignment: Any.

Hit Die: d8.

Class Skills

The scout's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Demolitions (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Navigation (Int), Perception (Wis), Perform (Cha), Pilot (Dex), Profession (Wis), Repair (Int), Sense Motive (Wis), Sensor Operations (Int), Sleight of Hand (Dex), Stealth (Dex), Streetwise (Cha), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 8 + Int modifier.

Adventure: Adventuring and being a mecha scout go hand in hand. Mecha scouts are very proud of the fact that they are first in and last out on mecha operation. First in; scouting the area for the enemy and good locations for bases. Last out; either making up a rear guard or planting surprises for the following enemy.

Characteristics: Mecha scouts primarily rely on their



Dexterity and Intelligence to survive. Mecha scouts are capable of combat relying on stealth and speed to make up for the size difference.

Background: The background of a mecha scout can be as varied as their skills. Many mecha scouts have worked or been trained as scouts or woodsmen outside their mecha. The only thing that all of these backgrounds really have in common for the scout is that they tend to be very self-reliant and adept at working alone.

Other Classes: Mecha scouts have a symbiotic relationship with mecha jockeys. Mecha jockeys need the mecha scouts for intelligence gathering, and the mecha scouts need the mecha jockeys to do the actual fighting.

Due to the time spent alone, mecha scout tends toward either brooding or gregarious depending mostly on how long they have been in the field. Most other classes find the mecha scout to be a little crazy, since they go into combat in what is essentially a tin can compared to the larger mecha. The mecha scouts wouldn't have it any other way.

TABLE 2.6: Mecha Scout

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Mecha Operation, Sneak Attack +1d6, Track
2	+1	+0	+3	+0	Mecha Evasion, Trap Finding
3	+2	+1	+3	+1	Endurance, Sneak Attack +2d6, Trap Sense +1
4	+3	+1	+4	+1	Scout Concentration, Uncanny Dodge
5	+3	+1	+4	+1	Sneak Attack +3d6
6	+4	+2	+5	+2	Trap Sense +2
7	+5	+2	+5	+2	Sneak Attack +4d6, Without a Trace
8	+6/+1	+2	+6	+2	Improved Uncanny Dodge, Swift Tracker
9	+6/+1	+3	+6	+3	Sneak Attack +5d6, Trap Sense +3
10	+7/+2	+3	+7	+3	Special Ability
11	+8/+3	+3	+7	+3	Sneak Attack +6d6
12	+9/+4	+4	+8	+4	Trap Sense +4
13	+9/+4	+4	+8	+4	Chameleon, Sneak Attack +7d6, Special Ability
14	+10/+5	+4	+9	+4	—
15	+11/+6/+1	+5	+9	+5	Sneak Attack +8d6, Trap Sense +5
16	+12/+7/+2	+5	+10	+5	Special Ability
17	+12/+7/+2	+5	+10	+5	Hide in Plain Sight, Sneak Attack +9d6
18	+13/+8/+3	+6	+11	+6	Trap Sense +6
19	+14/+9/+4	+6	+11	+6	Sneak Attack +10d6, Special Ability
20	+15/+10/+5	+6	+12	+6	Mecha Shadow Form

CLASS FEATURES

All of the following are class features of the mecha scout.

Starting Money: 4d6 x Personal Technology Level x 5 cr.

Weapon and Armor Proficiency: A mecha scout's weapon training focuses on weapons suitable for stealth, sneak attacks, and survival. Thus, all Mecha scouts receive training in Martial Weapons, Martial Weapons (Energy Melee), Martial Weapons (Small Arms), Mecha Weapons and all simple weapons. Mecha scouts are proficient with light and medium non-powered armors but not with shields.

Mecha scout class features can only be used in Light or Medium mecha, unless specified otherwise. Larger mecha are too clumsy or too big for the ability.

Mecha Operation: The mecha scout receives this feat for free at 1st level.

Sneak Attack: Mecha scouts have the ability to make Sneak Attacks both on foot or while piloting a mecha. Any time the mecha scout's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the mecha scout flanks the target, the

mecha scout's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every 2 mecha scout levels thereafter.

If performed on a non-mecha or non-vehicle, damage done by a Sneak Attack goes directly to the victim's wounds. Should the mecha scout score a critical hit with a sneak attack, the attack scores maximum damage against the target's wound points. Against mecha and vehicles, the attack does an extra hit point damage if a critical hit is scored, and one additional roll is made on the critical hit table.

Ranged attacks can only count as sneak attacks if the target is within 30 feet (character scale) or 1 hex at mecha scale. The mecha scout can't strike with deadly accuracy from beyond that range.

The mecha scout must be able to see the target well enough to pick out a vital spot and must be able to reach that spot. The mecha scout cannot sneak attack while striking a creature with Concealment or striking the limbs of a creature whose vitals are beyond reach.

Track: When on foot or in a mecha, a mecha scout adds ½ their level (minimum 1) to Survival skill checks made to follow or identify tracks.

Mecha Evasion (Ex): At 2nd level, a mecha scout gains Mecha Evasion. The mecha scout adds ½ their level (minimum 1) to Reflex checks to resist damage.

Trapfinding: Mecha scouts add ½ their level to Perception skill checks made to locate traps or mines and to Disable Device skill checks (minimum +1). A mecha scout can use Disable Device to disarm magic traps.

Endurance: A mecha scout gains Endurance as a bonus feat at 2nd level. In addition, to the normal abilities of the Endurance feat the mecha scout can sleep in their mecha without being fatigued.

Trap Sense (Ex): At 3rd level, a mecha scout gains an intuitive sense that alerts them to danger from traps, giving them a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the mecha scout reaches 6th level, to +3 when they reach 9th level, to +4 when they reach 12th level, to +5 at 15th, and to +6 at 18th level. Trap Sense bonuses gained from multiple classes stack.

Scout's Concentration (Ex): At 4th level, a mecha scout gains the ability to make Perception skill tests versus surprise even if they would normally be denied. The mecha scout may not make Perception skill tests if they are under the effects of magical sleep.

Uncanny Dodge (Ex): At 4th level and above, mecha scouts retain their Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker. The Dexterity bonus to AC is still lost if the mecha scout is immobilized or if they are subject to a feint action.

Without a Trace (Ex): Starting at 7th level, mecha scouts inflict a penalty on all attempts to track them equal to ½ their level (minimum 1).

Improved Uncanny Dodge (Ex): At 8th level, the mecha scout can no longer be flanked. This defense denies those with sneak attack from using their ability by flanking, unless the attacker is at least four levels above the mecha scout.

Swift Tracker (Ex): Beginning at 8th level, a mecha scout can move at their normal speed while following tracks without taking the normal –5 penalty. They take only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Special Abilities: On achieving 10th level and every 3 levels thereafter (13th, 16th, and 19th), a mecha scout chooses a Special Ability from among the following:

Mecha Crippling Strike (Ex): When the mecha scout damages an opponent with a sneak attack, the

target speed is reduced by 50% until the target is treated with a successful Heal DC-15.

Defensive Roll (Ex): Once per day, when a scout's mecha would be reduced to 0 Hit Points or less (or below ½ wounds) by damage in combat (from a weapon or other blow, not a spell or special ability), the mecha scout can attempt to roll with the damage. They make a Reflex saving throw (DC = damage dealt) and, if successful, take only half damage from the blow. The mecha scout must be aware of the attack and able to react to it in order to execute the defensive roll—if the Dexterity bonus to AC is denied, the mecha scout can't roll. Since this effect would not normally allow a character to make a Reflex save for half damage, the mecha scout's Evasion ability does not apply to the defensive roll.



Fast Stealth (Ex): This ability allows the mecha scout to move at full speed using the Stealth skill without penalty.

Opportunist (Ex): Once per round, the mecha scout can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the mecha scout's attacks of opportunity for that round. Even a mecha scout with the Combat Reflexes feat can't use the Opportunist ability more than once per round.

Quick Disable (Ex): It takes a mecha scout with this ability half the normal amount of time to disable a trap using the Disable Device skill (minimum 1 round).

Mecha Ranger Attack (Ex): If the mecha scout can disable or destroy an opponent's mecha before they have acted in the combat the opponent is unable to alert anyone of the attack. This ability can only be used with melee weapons.

Mecha Scout's Crawl (Ex): While prone, a mecha scout with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A mecha scout with this ability can make a 5-foot step while prone while outside their mecha.

Mecha Silencer (Ex): If the mecha scout can disable or destroy an opponent’s mecha before they have acted in the combat, the opponent is unable to alert anyone of the attack. This ability can only be used with ranged weapons and is used as a full round action.

Slippery Mind (Ex): If a mecha scout with a slippery mind is affected by an enchantment or is stunned by an attack and fails the saving throw, one round later he can attempt the saving throw again. He only gets this one extra chance to succeed.

Surprise Attack (Ex): During the surprise round, opponents are always considered flat-footed to a scout with this ability, even if they have already acted.

Trap Spotter (Ex): Whenever a mecha scout with this talent comes within 10 feet of a trap, they receive an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

Feat: A mecha scout may gain a feat in place of a special ability.

Chameleon (Ex): A mecha scout of 13th level or higher can use the Stealth skill in any sort of terrain, even if the terrain doesn’t grant cover or concealment.

Hide in Plain Sight (Ex): While in any sort of terrain, a mecha scout of 17th level or higher can use the Stealth skill even while being observed.

Mecha Shadow Form (Su): At 20th level, a mecha scout gains the ability for their mecha to assume an ethereal state for 1 minute as though using the spell *ethereal jaunt*. Using this ability is a move action. This ability only affects the Mecha Scout and their mecha. It cannot be used to make others ethereal.

MECHA TECH

Mecha techs are the magicians of the Mecha Corps. Teams lead by mecha techs maintain, repair and upgrade the mecha without the mecha techs the mecha would rapidly stop functioning.

Role: The role of a mecha tech is primarily that of support, either frontline or “in the rear with the gear”.

Alignment: Any
Hit Die: 1d8

Class Skills: The mecha tech’s class skills, and the key ability for each skill, are Appraise (Int), Astrogation(Int), Bluff (Cha), Computer (Int), Craft (Electronics) (Int), Craft (Mechanical) (Int), Craft (Mecha – Any) (Int), Craft (Robotics) (Int), Demolitions (Int), Diplomacy (Cha), Drive (Dex), Heal (Wis), Perception (Wis), Pilot (Dex), Profession (Mecha Ground

Crew), Repair (Int), Sense Motive (Wis), Sensor Operations(Int), and Streetwise (Cha).

Skill Points: Starting skill points are (6 + Int modifier) per level.

Adventure: Ideally mecha techs will remain out of harm’s way. Combat has a way of ignoring preferences, so it is not uncommon to find mecha techs operating in the front lines. The mecha techs find the exuberance of the mecha jockeys contagious often finding themselves drawn into the one of their grand plans.

Characteristics: The most important characteristic for mecha techs is Intelligence, since a majority of their skills are based on it. Mecha techs make well rounded party members that are useful both in and out of combat.

Background: Mecha techs can come from any background or realm that supports their specialty. It is very common for the child of former mecha jockeys to become mecha techs.

Other Classes: Mecha techs can be found associating with pretty much any class, but professionally most of their time is spent with mecha jockeys and mecha ground crews. Mecha techs compliment the abilities of techno mages.

Table 2.7: Mecha Tech

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Bonus Feat, Mecha Operation
2	+2	+3	+3	+0	Jury-Rig +2
3	+3	+3	+3	+1	Bonus Feat, Repair +2
4	+4	+4	+4	+1	Expert, Tech Specialty
5	+5	+4	+4	+1	Jury-Rig +4
6	+6/+1	+5	+5	+2	Bonus Feat
7	+7/+2	+5	+5	+2	Expert
8	+8/+3	+6	+6	+2	Jury-Rig +4, Repair +4
9	+9/+4	+6	+6	+3	Bonus Feat, Tech Specialty
10	+10/+5	+7	+7	+3	Expert
11	+11/+6/+1	+7	+7	+3	Jury-Rig +6
12	+12/+7/+2	+8	+8	+4	Bonus Feat
13	+13/+8/+3	+8	+8	+4	Repair +6
14	+14/+9/+4	+9	+9	+4	Jury-Rig +8, Tech Specialty
15	+15/+10/+5	+9	+9	+5	Bonus Feat
16	+16/+11/+6/+1	+10	+10	+5	Expert
17	+17/+12/+7/+2	+10	+10	+5	Jury-Rig +10
18	+18/+13/+8/+3	+11	+11	+6	Bonus Feat, Repair +8
19	+19/+14/+9/+4	+11	+11	+6	Tech Specialty
20	+20/+15/+10/+5	+12	+12	+6	Bonus Feat, Master Technician



CLASS FEATURES

All of the following are class features of the mecha tech.

Starting Money: 4d6 x Personal Technology Level x 5 cr.

Weapon and Armor Proficiency: Mecha techs are proficient with all simple weapons, Martial Weapons, Martial Weapons (Energy Melee), Martial Weapons (Small Arms), Mecha Weapons, Light Non-Powered Armor and Medium Non-Powered Armor.

Bonus Feats: At 1st level, mecha techs receive a bonus feat in addition to the feat that any 1st-level character receives as well as the bonus feat granted to humans. Mecha techs gain an additional bonus feat at 3rd level and every 3 levels thereafter (6th, 9th, 12th, etc.).

These bonus feats must be drawn from the following list: Aircraft Operations(Any), Brawl, Builder, Gate Veteran, Gearhead, Jack of All Trades, Master Crafter, Nimble, Point Blank Shot, Powered Armor Proficiency (Light), Salvage, Scrounging, and Zero-G Training.

Some of the bonus feats available to mecha techs cannot be acquired until they have gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A mecha tech must still meet all prerequisites for a feat, including ability scores and base attack bonus minimums.

Mecha Operation: The mecha tech receives this feat for free at 1st level.

Jury-Rig +#: Beginning at 2nd level a mecha tech gains a +2 competence bonus on repair checks for making temporary

or jury-rigged repairs. This bonus increases by +2 at 5th, 8th, 11th, 14th, and 17th.

Repair +#: Beginning at 3rd level a mecha tech gains a +2 competence bonus on all repair checks. This bonus increases by +2 at 8th, 13th, and 18th.

Expert

At 4th, 7th, 10th, and 16th level the mecha tech selects a specific Craft, Knowledge, or Profession skill. Each time, a different skill must be selected.

The mecha tech receives a +2 expert bonus on checks made using the selected skill. Note that expert bonuses do not stack.

Mecha Tech Specialty

At 4th, 9th, 14th, 17th, and 19th level, the mecha tech gains a mecha tech specialty. Each time, they select a specialty from among those described below. It can be a different specialty each time, or they can choose the same specialty as many as three times over the course of the six selections.

Computer Specialist: Receive a +1 bonus on computer checks. Additional selections of this mecha tech specialty can improve the bonus to +2 and +3.

Mastercrafter: Applying this specialty to a specific Craft skill allows you to build mastercraft items using that skill. The types of items that can be Mastercrafter and the relevant Craft skill for each type. (See Crafting in the New Skill chapter). The specific craft skill is always craft (area of specialty).

Crafting a mastercraft item is a task of extreme complexity. See the crafting skill for details on crafting mastercraft items.

When successfully completed, a mastercraft item provides a +1 bonus to the quality of an ordinary item of the same type.

Additional selections of this mecha tech specialty can give a character the ability to make items with +2 and +3 bonuses. To make a +2 item a mecha tech needs to start with a +1 item, paying the monetary costs appropriate to that item. Similarly, to make a +3 item, the character needs to start with a +2 item. Additional abilities for mastercraft items can be found in the crafting section of the skills chapter.

Mechanic: Receive a +1 bonus on Repair checks. Additional selections of this mecha tech specialty can improve the bonus to +2 and +3.

Sensor Specialist: Receive a +1 bonus on Sensor Operation checks. Additional selections of this mecha tech specialty can improve the bonus to +2 and +3.

Master Technician: The mecha tech can repair a greater numbers of devices and systems, and can use their Repair skill on 2 + their Intelligence Modifier devices and systems. This ability has an area of effect equal to 10 feet + the mecha tech's Intelligence modifier. On mecha this means a mecha tech can perform multiple repair attempts (actions can be performed multiple times).

NEW PRESTIGE CLASSES

ANTI-MECHA COMMANDO

Anti-mecha commandos are power armor wearing soldiers that specialize in taking out mecha with explosive charges and other close-in anti-mecha weaponry.

Role: Anti-mecha commandos let their actions speak for them. They are renowned for being extreme adrenaline junkies with almost no fear of death. When you are spending your days going toe to toe with a 100ft tall mecha, only protected by power armor, it tends to make you feel invincible... if you survive.

Alignment: Any.

Hit Die: d8.

Requirements

To qualify to become an anti-mecha commando, a character must fulfill all the following criteria.

Skills: Acrobatics 6+ ranks, Demolition 6+ ranks, Climb 6+ ranks

Feats: Powered Armor Proficiency (Any)

Table 2.8: Anti-Mecha Commando

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	0	+0	+2	+0	Exotic Weapons Proficiency (Anti-Mecha Weaponry), Just the Right Spot
2nd	+1	+0	+3	+0	Powered Armor Evasion
3rd	+2	+1	+3	+1	Improved Demolitions
4th	+3	+1	+4	+1	Enhanced Critical
5th	+3	+1	+4	+1	Forlorn Hope

Class Skills

The anti-mecha commando class skills, and the key ability for each skill, are Computer (Int), Craft (Explosives) (Int), Demolitions (Int), Drive (Dex), Navigation (Int), Perception (Wis), Profession (Anti-Mecha Commando), Repair (Int), Sense Motive (Wis), Sensor Operations(Int), and Streetwise (Cha).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the anti-mecha commando prestige class:

Weapon and Armor Proficiency: Anti-mecha commandos gain proficiency with all Martial Weapons (Small Arms), and Martial Weapons (Heavy). Anti-mecha commandos gain no additional proficiencies with armor.

Exotic Weapons Proficiency (Anti-Mecha Weaponry): Anti-mecha commandos are proficient with all anti-mecha weapons including power claws, breaching charges and anti-mecha rifles.

Just the Right Spot: Anti-mecha commandos are specialists at striking mecha in a vulnerable spot. If a mecha is considered flat-footed or has had its dexterity bonus removed the anti-mecha commando receives a +2 to their critical threat rating with all attacks. In addition the anti-mecha commando does not provoke an attack of opportunity while attempting to place a breaching charge.

If breaching charges are being used, on a demolitions (DC-25) detonation will cause an automatic critical hit.

Powered Armor Evasion: At 2nd level, the anti-mecha commando gains a +4 bonus to their armor class versus mecha and Large or bigger creatures.

Improved Demolitions: At 3rd level, the anti-mecha commando gains a bonus to demolitions checks equal to their levels in anti-mecha commando.

Enhanced Critical: At 4th level, the anti-mecha commando gains a bonus of +4 to their critical confirmation roll versus mecha.

Forlorned Hope: At 5th level, the anti-mecha commando gains a bonus of +15 when rolling for critical hit results versus mecha while making an assault.

MECHA ACE

Mecha aces are expert pilots of a single mecha. They can fly this mecha faster, longer and harder than is normally possible. To be honest the ground crews place bets on if the ship will hold together, but it always gets the mecha ace home.

Role: The primary role of a mecha ace is that of hot shot pilot. Part of that role is being proficient with some kind of weapon usually the flasher the better.

Alignment: Any.

Hit Die: d8.

Requirements

To qualify to become a mecha ace, a character must fulfill all the following criteria:

Base Attack Bonus: +5

Skills: Pilot 7+ ranks.

Feats: Mecha Operation, Mecha Operation, Advanced (Any)

Class Skills

The mecha ace class skills (and the key ability for each skill) are Computers (Int), Craft (Any) (Int), Heal (Wis), Knowledge (Int), Navigation (Int), Perception (Wis), Pilot (Dex), Profession (Wis), Repair (Int), and Sensor Operations (Int).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the mecha ace prestige class.

Weapon and Armor Proficiency: Mecha ace gain proficiency with all martial weapons (small arms). Mecha aces gain no additional proficiencies with armor.

Familiarity: This class feature provides a bonus to Pilot, Repair and Sensor Operations with a particular mecha. In addition, the mecha's armor class is increased by the amount of the bonus.

To qualify for these bonuses the character must have operated the mecha for a minimum of three months. Only one mecha qualifies for the familiarity bonus at any given time.

Bonus Feat: Any mecha feat.

Mecha Evasion: At 6th level, the mecha ace can make a Pilot skill check to lessen the damage dealt by a successful hit against a mecha they are piloting. If the Pilot skill check result exceeds the attack roll result, the damage dealt to the pilot's ship is halved (round fractions down, to a minimum of 1 point of damage). A mecha ace can make an evasion check once per round.

Improved Mecha Evasion: At 10th level, the mecha ace's space mecha evasion improves: A successful Pilot skill check negates all damage suffered by an attack.

MECHA BROKER

Mecha brokers are experts at acquiring mecha and their components. Every successful mecha mercenary unit will have at least one mecha broker on retinue. Mecha brokers branch out into areas other than mecha such as powered armor, arcane mecha items and weapons.

Role: When they have the choice mecha brokers prefer to play a background support role, but due to the nature of the deals they make they end up on the frontlines. Most mecha brokers are almost as handy with weapons and mecha as a mecha magus.

Alignment: Any

Hit Die: d6

To qualify to become a mecha broker, a character must fulfill all the following criteria:

Skills: Streetwise 6+ ranks.

Feats: Mecha Operation

Class Skills: The mecha broker's class skills (and the key ability for each skill) are: Bluff (Cha), Craft (Any) (Int), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (Arcane Lore, Art, Behavioral Sciences, Business, Civics, Current Events, Popular Culture) (Int), Linguistics (Int), Perception (Wis), Pilot (Dex), Profession (Wis), Sensor

Table 2.9: Mecha Ace

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+2	+1	Familiarity +1
2nd	+1	+1	+3	+1	Bonus Feat
3rd	+1	+2	+3	+2	Familiarity +2
4th	+2	+2	+4	+2	Bonus Feat
5th	+2	+3	+4	+3	Familiarity +3
6th	+3	+3	+5	+3	Mecha Evasion
7th	+3	+4	+5	+4	Familiarity +4
8th	+4	+4	+6	+4	Bonus Feat
9th	+4	+5	+6	+5	Familiarity +5
10th	+5	+5	+7	+5	Improved Mecha Evasion

Operations (Int), Sense Motive (Wis), and Streetwise (Cha).

Skill Points: Starting skill points are (5 + Int modifier) per level.

Adventure: Due to the nature of the lifestyle that the mecha broker has chosen adventuring is a natural choice. In most cases the buyer or seller of mecha components will not be in a nice comfortable city.



Characteristics: The mecha broker’s primary attributes are Charisma and Intelligence.

Background: Mecha brokers can be from any background, the majority to tend to have military experience. It is also possible for a mecha broker to have learned their trade through a mercenary company or in the serviced of an adventuring company.

Other Classes: Mecha brokers are extremely popular with mecha pilots and technicians.

TABLE 2.10: Mecha Broker					
Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Fast Talk, Mecha Broker Contact
2	+1	+3	+3	+3	Bonus Feat
3	+1	+3	+3	+3	Favor
4	+2	+4	+4	+4	Bonus Feat
5	+2	+4	+4	+4	Mecha Broker Contact
6	+3	+5	+5	+5	Bonus Feat
7	+3	+5	+5	+5	Mecha Broker Contact
8	+4	+6	+6	+6	Bonus Feat
9	+4	+6	+6	+6	Bonus Feat
10	+5	+7	+7	+7	Master Broker

CLASS FEATURES

All of the following are class features of the mecha broker.

Weapon and Armor Proficiency: Mecha brokers are proficient with all simple weapons, Martial Weapons (Small Arms), Non-Powered Armor (Light) and Non-Powered Armor (Medium).

Fast-Talk: Mecha brokers have a way with words when attempting to acquire and broker. With this talent, they apply their mecha broker level as a competence bonus on any Bluff, Diplomacy, or Gamble checks the character makes while attempting to lie, cheat, or otherwise bend the truth.

Broker Contact: Mecha brokers have put together networks with each other for acquiring rare or hard to find goods. Each time this ability is received they can select one area of specialty.

Having this network allows a +5 bonus to streetwise checks when looking for items within the specialty. Each specialty can only be selected once.

At 1st level the mecha broker may select two mecha areas of specialty.

Table 2.11: Broker Contact Specialty	
Armor (Powered)	Vehicles (Military)
Magic Items (Mecha)	Weapons (Personal)
Mecha	Weapons (Vehicular)
Mecha Components	Weapons (Mecha)

Favor: Mecha brokers have the ability to acquire minor aid from anyone they meet. By making a favor check, a mecha broker can gain important information without going through the time and trouble of doing a lot of research. Favors can also be used to acquire the loan of equipment or documents, or to receive other minor assistance in the course of an adventure.

A mecha broker takes a full round action to activate this ability. To make a favor check, roll a d20 and add the character’s favor bonus, equal to the character’s mecha broker level. The GM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 30 for formidable and highly dangerous, expensive, or illegal favors. A mecha broker cannot take 10 or 20 on this check, nor can the character retry the check for the same (or virtually the same) favor. Favors should help advance the plot of an adventure. A favor that would enable a character to avoid an adventure altogether should always be unavailable to the character, regardless of the result of a favor check.

The GM should carefully monitor a mecha broker’s use of favors to ensure that this ability is not abused. The success or failure of a mission should not hinge on the use of a favor, and getting a favor should not replace good roleplaying or the use of other skills. The GM may disallow any favor deemed disruptive to the game.

Bonus Feats: At each even level starting at 2nd, the mecha broker gains a bonus feat. This feat must be selected from the following list, and the mecha broker must meet any prerequisites.

Agile Riposte, Alertness, Deceptive, Dodge, Fleet, Improved Iron, Will, Iron Will, Lightning Reflexes, Mecha Feats (Any), Persuasive, Point Blank Shot, Powered Armor (Any), Quick Draw, Scrounging, Skill Focus, Trustworthy.

Master Broker: At this point in the mecha broker's career they have spread their network far and wide. This grants the mecha broker a +5 bonus to all Streetwise and Gather Information tests. In addition, once per game month the mecha broker can call on their network to search for some extremely rare or impossible to find item.

To accomplish this, the mecha broker makes a Charisma test versus a DC-30 (d20 + Cha modifier + Mecha Broker Level). If successful, the requested item will be delivered at a modest cost (twice list price) in the near future (as determined by the GM).

MECHA HUNTER

Mecha are very expensive and specialized equipment. Sometimes when a mercenary unit takes out a loan to expand its forces, they try to skip out on the loan. Mecha hunters are trained to hunt down and return bounties such as stolen mecha across the realms.

Role: Mecha hunters use stealth over brute force, since they are normally outnumbered. They are very good in the traditional role of a sneak thief.

Alignment: Any.

Hit Die: d6.

Requirements

To qualify to become a mecha hunter, a character must fulfill all the following criteria:

Skills: Appraise 6+ ranks, Disable Device 6+ ranks, Stealth 6+ ranks, either Syncratic- 4 or Syncratic+ 4.

Feats: Mecha Operation

Table 2.12: Mecha Hunter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	0	+0	+2	+0	Psychic Tracking
2nd	+1	+0	+3	+0	Stunning Blow
3rd	+2	+1	+3	+1	Improved Psychic Tracking
4th	+3	+1	+4	+1	Expert Bypass
5th	+3	+1	+4	+1	Advanced Psychic Tracking

Class Skills

The mecha hunter class skills, and the key ability for each skill, are Appraise (Int), Astrogation(Int), Bluff (Cha), Computer (Int), Craft (Any) (Int), Diplomacy (Cha), Disable Device (Dex), Drive (Dex), Escape Artist (Dex), Intimidate (Cha) Perception (Wis), Pilot (Dex), Sense Motive (Wis), Sensor Operations(Int), Sleight of Hands (Dex), Stealth (Dex), and Streetwise (Cha).

Skill Ranks per Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the mecha hunter prestige class:

Weapon and Armor Proficiency: Mecha hunters gain proficiency with all Martial Weapons (Small Arms), Martial Weapons (Heavy), and Non-Powered Armor (Light).

Psychic Tracking: This ability allows the mecha hunter to track a person or object to anywhere in a realm through a combination of leg work, magic, psionics, and other sources. This process takes 10 days minus the characters mecha hunter level. This tracking ability narrows the location of the target down to a 25 mile area.

Stunning Blow: This ability allows the mecha hunter to stun a person. To use this ability the target needs to be either flat-footed or have had their dexterity bonus denied. On a successful hit the target must make a Fortitude (DC-20 + mecha hunter Level). If the save fails the target is stunned for 1d3 rounds.

This attack only works at melee range, no damage is inflicted.

Improved Psychic Tracking: As Psychic Tracking but can be used across multiple realms. If in the same realm it narrows the target radius down to 10 miles.

Expert Bypass: At 4th level a mecha hunter gains a bonus to disable device while attempting to bypass the security systems on a mecha. Normally it is a DC-25 + the tech level of the mecha to bypass the security on a mecha. A mecha hunter gets to add twice their mecha hunter level to the roll when attempting to bypass a mechas security system.

Advanced Psychic Tracking: As improved Psychic Tracking but takes half as long and narrows the target radius down to 2 miles.

MERCENARY OFFICER

Mercenary officers are the elite members of a mercenary unit. They fill the command roles for the unit and are expected to lead the troops in times of emergency.

Table 2.13: Mercenary Officer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+1	+2	Enhance Troops +1
2nd	+2	+1	+1	+3	Bonus Feat
3rd	+2	+2	+2	+3	Enhance Troops +2
4th	+3	+2	+2	+4	Enhance Battle Force +2
5th	+3	+3	+3	+4	Enhance Troops +3
6th	+4	+3	+3	+5	Bonus Feat
7th	+4	+4	+4	+5	Enhance Troops +4
8th	+5	+4	+4	+6	Enhance Battle Force +4
9th	+5	+5	+5	+6	Enhance Troops + 5
10th	+6	+5	+5	+7	Blanket Protection

Role: Mercenary officers are able to inspire their troops to greater feats of valor. They are at home giving commands to the crew and fighting down in the trenches right alongside of them.

Alignment: Any.
Hit Die: d6.

Requirements

To qualify to become a mercenary officer, a character must fulfill all the following criteria.

Base Attack Bonus: +4
Skills: Pilot 6+ ranks, Sensor Operations 6+ ranks.
Feats: Mecha Operation

Class Skills

The mercenary officer class skills (and the key ability for each skill) are Bluff (Cha), Computers (Int), Craft (Int), Heal (Wis), Knowledge (Int), Perception (Wis), Pilot (Dex), Profession (Wis), Repair (Int), and Sensor Operations (Int).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the mercenary officer prestige class:

Weapon and Armor Proficiency: Mercenary officers gain proficiency with all Martial Weapons (Small Arms) and Martial Weapons (Heavy). The mercenary officer gains no additional proficiencies with armor.

Enhance Troops: This class feature provides a circumstance bonus to any troops that have trained with the officer and who are taking orders from them.

To qualify for these bonuses the character must have worked the troops for a minimum of 90 days.

This bonus can be applied to a number of troops (mecha, organic, or vehicles) equal to the mercenary officer's Charisma modifier.

Enhance Battle Force: This class feature provides a circumstance bonus to all units' related check in the battle force.

This bonus can be applied to a number of troops (mecha, organic or vehicles) equal to the mercenary officer's Charisma modifier plus levels in mercenary officer.

To qualify for these bonuses the character must have been in command of the task force for a minimum of 90 days.

Bonus Feats: At 2nd, and again at 6th levels, the mercenary officer gains a bonus feat. These feats must be drawn from the following lists: Fighter bonus feats and mecha feats.

Blanket Protection: At 10th level, the mercenary officer gains the ability to increase the defensive tactics of a task force. This Blanket Protection grants a +4 circumstance bonus to the armor class of those affected by the mercenary officers enhance task force ability.

VITAL STATISTICS
Starting Age

Table 2.14: Random Starting Age				
Race	Adulthood	Tribal Warrior, Scout, TDM	Fixer, Tech Spec, Soldier	Medic, Scholar, Techno-Mage
Neogeist	n/a	n/a	n/a	n/a
Xenoform	10 years	+1d4	+1d6	+2d6

Age

When a character becomes venerable, the GM secretly determines his maximum age. When the character reaches his personal maximum age, he dies of old age some time during the next year.

Table 2.15: Aging Effects				
Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Neogeist	n/a	n/a	n/a	n/a
Xenoform	20 years	35 years	50 years	+2d10 years
¹ -1 to Str, Con, and Dex; +1 to Int, Wis, and Cha. ² -2 to Str, Con, and Dex; +1 to Int, Wis, and Cha. ³ -3 to Str, Con, and Dex; +1 to Int, Wis, and Cha. Aging effects are cumulative.				

Table 2.16: Random Height and Weight				
Race	Base Height	Base Weight	Height Modifier	Weight Multiple
Neogeist	4	0	+2d10 in.	0
Xenoform, Small, Male	3 ft.	40 lb.	+2d4 in.	X2
Xenoform, Small, Female	2 ft. 10 in.	35 lb.	+2d4 in.	X2
Xenoform, Medium, Male	4 ft. 10 in.	120 lb.	+2d10 in.	X5
Xenoform, Medium, Female	4 ft. 5 in.	85 lb.	+2d10 in.	X5
Xenoform, Large, Male	6 ft. 10 in.	200 lb.	+2d10 in.	X10
Xenoform, Large, Female	6 ft. 5 in.	135 lb.	+2d10 in.	X10

CHAPTER THREE:

MECHA FEATS

Walking up the central isle of the room “For those of you with hopes of becoming mecha jockeys there is lots of training ahead of you. If you are lucky; a veteran, or even an ace, will take you under their wing and teach you a few tricks to stay one step ahead of your opponent.” Reaching the end of the room she turns around and starts back down to the front.

“Some of these tricks can be rather spectacular, such as throwing your opponent over your mecha’s shoulder, or as subtle as learning to lead the target a little bit more so it is harder for them to dodge the attack. They are both tricks of the trade.”

Mecha operators can select feats that relate specifically to operating mecha. These feats are all considered bonus feats for the mecha jockey.

Table 3.1: New Mecha Feats

Feat	Pre-requisite	Benefits
Hair Trigger	Mecha Operation, Character Level 6+	Targets Reflex DC is increased by +2.
Mecha Crush	Mecha Operation, Character Level 8+	Hurl your mecha’s body onto opponents to deal damage.
Mecha Fling	Mecha Operation, Character Level 6+	Pick up an opponent with your mecha and fling it.
Mecha Operation		No penalties while operating mecha.
Mecha Operation, Advanced	Character Level 4+	+2 bonus to Armor Class and Reflex saves with a specific size of mecha.
Mecha Sweep	Mecha Operation, Power Attack, Character Level 8+	Wield improvised weapons and attack several hexes at once.
Mecha Trample	Mecha Operation, Character Level 8+	Knock down and crush opponents.
Mecha Weapons	Mecha Operation	Allows pilot to use standard weapons feats with mecha weapons.
Mecha Weapons Boost	Repair 6 ranks	Attain greater destructive power at the cost of weapon accuracy.
Stun Mecha	Mecha Operation, Repair 6 ranks	Channel electricity into an enemy mecha temporarily stunning it.
Thruster Blast	Mecha Operation, Pilot 6 ranks	Direct thrusters all around your mecha, to kick up a cloud of dust and debris that obscures the battlefield.

Table 3.2: New Item Creation Feats

Feat	Pre-requisite	Benefits
Enchant Mecha Armor	Repair 5 Ranks, Caster Level 5th	Create enchanted mecha armor.
Enchant Mecha Defenses and Equipment	Repair 5 Ranks, Caster Level 5th	Create enchanted mecha defenses and equipment.
Enchant Mecha Frame	Repair 8 Ranks, Caster Level 7th	Create enchanted mecha frame.
Enchant Mecha Power Plant	Repair 10 Ranks, Caster Level 9th	Create enchanted mecha power plants.
Enchant Mecha Super Structure	Repair 10 Ranks, Caster Level 9th	Create enchanted mecha super structures.
Enchant Mecha Weapons	Repair 5 Ranks, Caster Level 5th	Create enchanted mecha weapons.

Essential Mecha Feats

A character without the Mecha Operation feat suffers serious penalties while operating a mecha of any size. The penalties for not having these feats are summarized below:

- -4 Penalty on all Pilot Checks
- -4 Penalty on all Saves
- -4 Penalty to Armor Class
- -4 Penalty to Attack Rolls

Hair Trigger

The character has developed a delicate sense of timing, and their area attacks hit their foes when they are ill-prepared to defend against them.

Prerequisite: Mecha Operation, Character Level 6+

Benefit: Whenever the character makes an attack from their mecha that allows the target to make a Reflex save to avoid damage the DC is increased by +2.

Mecha Crush

The character can hurl their mecha’s body onto opponents to deal damage.

Prerequisite: Mecha Operation, Character Level 8+

Benefit: As an attack action they can maneuver their mecha to jump or fall onto opponents, using the mecha's body to crush them. This attack is useful only against creatures at least two size categories smaller than their mecha. The base damage for a crush attack depends on the character's mecha size category, as given in Table 3.3: Mecha Crush and has a penetration value equal to the hardness of the attacking mecha. Add 1.5 times the character's mecha-modified Strength bonus to this base damage to determine the total damage for the attack. The attack has a penetration equal to the mecha's hardness.

Table 3.3: Mecha Crush

Mecha Frame	Damage
Light	2d6
Medium	2d8
Heavy	4d6
X-Heavy	4d8
Assault	4d10

A crush attack deals bludgeoning damage and affects as many creatures as can fit under the attacking mecha's body. Each creature in the affected area is attacked versus CMD. The attacking mecha gets a +5 to

the attack roll. On a successful hit, the creature is pinned and automatically takes crush damage each round the pin is maintained.

Mecha Fling

The character can pick up an opponent with their mecha and fling it.

Prerequisite: Mecha Operation, at least one free hand, Character Level 6+

Benefit: The character's mecha can make a grapple check against an opponent at least two size categories smaller than it. If the grapple succeeds, the character can use an attack action to fling the held opponent on their next action. The maximum range for the thrown foe is 5 hexes.

The opponent may be thrown vertically or horizontally. If thrown vertically, it takes 5d6 falling damage. If thrown horizontally, it takes damage (1d6 per hex) as though it had fallen the distance thrown, and the character may apply their mecha-modified Strength bonus to the damage. Thrown mecha may make a Reflex DC-25 for half damage. In either case the penetration value of the attack is ½ the value of the mecha being thrown.

The character's mecha may also fling the opponent at another mecha, vehicle, or creature. To do so, they will make an attack roll at a -4 penalty, with appropriate range penalties, against the target. If they hit, both the thrown creature and the target take the amount of damage that the thrown creature would have otherwise taken, as given above.

Mecha Operation

The character knows how to operate a mecha.

Benefit: They do not suffer the restrictions on movement and penalties on skill checks for being unfamiliar with mecha controls. The character can move normally in a mecha and generally perform any action as if they weren't inside a mecha, subject to the obvious limitations of size. The character threatens areas within

their reach even if unarmed. Mecha Operation includes training in using and maintaining mecha class weapons systems.

Mecha Operation, Advanced

The character has received advanced training or extensive practice in mecha movement.

Prerequisite: Mecha Operation

Benefit: Choose a size of mecha (Light, Medium, Heavy, Extra Heavy, or Assault). When the character is operating a mecha of the chosen size, you gain a +2 dodge bonus to Armor Class and Reflex saves.

This feat maybe taken multiple times, each time selecting a different size of mecha.

Mecha Sweep

The character can use their mecha to wield improvised weapons and attack several hexes at once.

Table 3.4: Mecha Sweep

Mecha Size	Damage
Light	1d6
Medium	1d8
Heavy	2d6
X-Heavy	2d8
Assault	2d10

Prerequisite: Mecha Operation, Power Attack, two free hands, Character Level 8+
Benefit: The character can use their mecha's great size and strength, along with their own

knowledge of balance and leverage, to pick up a heavy object (such as a large tree or boulder) and attack an area as an attack action. The area affected is a half-circle with a radius of 1 hex at mecha scale or the mecha's reach at character scale. This attack deals damage to all creatures two or more size categories smaller than the character's mecha within the area. The base damage dealt depends on the character's mecha's size, as given in Table 3.4: Mecha Sweep with a penetration value equal to ½ the value of the attacking mecha. Add 1.5 times the mecha's Strength bonus to this base damage to determine the total damage for the attack.

In addition, the attack initiates a trip attack without provoking an attack of opportunity.

Though it can deal significant damage, this form of attack is awkward and unbalancing. The character takes a -2 penalty to the mecha's Armor Class and on Reflex until their next turn.

Mecha Trample

The character's mecha can knock down and crush opponents.

Prerequisite: Mecha Operation, Character Level 8+

Benefit: When the character attempts to overrun an opponent while operating a mecha, the target may not choose to avoid your mecha. If the character's mecha knocks down the target, the character's mecha may make one free slam attack against the target, gaining a +4 bonus on the attack roll because the target is prone. This attack has a penetration value equal to ½ the attacking mecha's hardness value.

Mecha Weapons

Through extensive practice and training the character has learned to use standard weapons feats with mecha weapons.

Prerequisite: Mecha Operation

Benefit: They can use any non-mecha weapons feat with mecha weapons with no penalties. As long as the weapons feat is appropriate for the mecha weapon being used.

Mecha Weapon Boost

By disabling safeguards and shunting auxiliary power into the character's weapons, they can attain greater destructive power at the cost of weapon accuracy.

Prerequisite: Character Level 8+, Repair 6 ranks

Benefit: They can take a penalty of up to –5 on all attack rolls for two turns. If they do, the mecha weapon of their choice deals +1d6 points of damage for each –1 penalty taken. The attack penalty persists until the beginning of the character's next turn, but the additional damage applies only to the next single attack they make.

Stun Mecha

By channeling electricity into an enemy mecha's control system, the character can temporarily short it out.

Prerequisite: Mecha Operation, Character Level 8+, Repair 6 ranks

Benefit: The character critically hits with an electricity attack against another mecha. In addition to suffering the effects of the critical hit, the mecha is automatically stunned for 1d4+1 rounds. The stunned mecha automatically drops what it is holding and can take no standard or move actions. While the mecha is stunned, apply a –2 penalty to the mecha operator's Armor Class (even though the operator is not stunned).

Thruster Blast

By directing their thrusters all around your mecha, the character can kick up a cloud of dust and debris that obscures the battlefield.

Prerequisite: Mecha Operation, Pilot 6 ranks, mecha flight system.

Benefit: The character can aim their thruster exhaust toward the ground to create a hemispherical cloud. If they are within 1 hex (50 feet) of the ground and there is loose debris or dust, they can create a cloud with a radius of 1 hex centered directly below. The generated winds snuff out small fires and give guided missiles attacking you a –4 penalty on their attack rolls. Creatures without eye protection caught within the debris cloud are blinded while inside it and for 1 round after emerging from it. The debris cloud grants anyone inside it concealment. Mecha with sensor systems ignore the concealment effects.

Mecha without vectored thrust systems will have to either fly upwards or hover in position in order to create the cloud. Otherwise the cloud disperses at the end of the round.

NEW ENCHANTED ITEM CREATION FEATS

Enchant Mecha Armor

The character can create magical mecha armor.

Prerequisite: Repair 5 Ranks, Caster Level 5th

Benefit: The character can create magical mecha armor. Enchanting mecha armor takes 1 day for each 10,000 credits in its base price. To enchant mecha armor, they must use up raw materials costing half of the mecha's base price. (See the magic item creation rules in the Pathfinder Roleplaying Game Core Rulebook, Chapter 15 for more information.)

Enchant Mecha Defenses and Equipment

The character can create magical mecha defenses and equipment.

Prerequisite: Repair 5 Ranks, Caster Level 5th

Benefit: The character can create magical mecha defenses and equipment. Enchanting mecha defenses and equipment takes 1 day for every 2 spaces used by the item. To enchant mecha defenses and equipment, the character must use up raw materials costing half of the mecha's base price. (See the magic item creation rules in the Pathfinder Roleplaying Game Core Rulebook, Chapter 15 for more information.)

Enchant Mecha Frame

The character can create a magical mecha frame.

Prerequisite: Repair 8 Ranks, Caster Level 7th

Benefit: The character can create magical a mecha frame. Enchanting a mecha frame takes 1 day for each 10,000 credits in its base price. To enchant a mecha frame, they must use up raw materials costing half of the mecha's base price. (See the magic item creation rules in the Pathfinder Roleplaying Game Core Rulebook, Chapter 15 for more information.)

Enchant Mecha Power Plant

The character can enchant a masterwork mecha power plant. The actual creation of a mecha power plant takes large teams of engineers or mages, but a small group or a single caster can enchant one.

Prerequisite: Repair 10 Ranks, Caster Level 9th

Benefit: The character can enchant mecha power plant. Enchanting mecha power plant takes 1 day for each 10,000 credits in its base price. To enchant mecha power plant, they must use up raw materials costing half of the power plant's base price. (See the magic item creation rules in the Pathfinder Roleplaying Game Core Rulebook, Chapter 15 for more information.)

The power plant to be enhanced must be a masterwork item that the character provides. Its cost is not included in the above cost.

Enchant Mecha Superstructure

The character can create magical mecha superstructure.
Prerequisite: Repair 10 Ranks, Caster Level 9th
Benefit: The character can create magical mecha superstructure. Enchanting mecha superstructure takes 1 day for each 10,000 credits in its base price. To enchant mecha superstructure, they must use up raw materials costing half of the superstructure’s base price. (See the magic item creation rules in the Pathfinder Roleplaying Game Core Rulebook, Chapter 15 for more information.)

Enchant Mecha Weapons

The character can create magical mecha weapons.
Prerequisite: Repair 5 Ranks, Caster Level 5th.
Benefit: The character can create magical mecha weapons. Enchanting mecha weapons takes 1 day for every 2 spaces used by the item. To enchant mecha weapons, they must use up raw materials costing half of the weapon’s base price. (See the magic item creation rules in the Pathfinder Roleplaying Game Core Rulebook, Chapter 15 for more information.)

Rules Update: Salvage Feat

The value of the salvage found is determined by the result of a perception or repair check. For each increment of +5 over the DC an additional 5% is found. The DCs are for salvaging a disabled machine, if the target is actually classified as destroyed then the value of salvage starts at 0%. For example, to make a 5% profit on a destroyed gargantuan vehicle would require a repair check of 18.
It is possible to salvage a target without the salvage feat, the DCs are increased by +5 and the Value of Salvage starts at 0%.

Table 3.5: Updated Salvage Feat

Salvaged Machine	Time Required	Perception / Repair DC	Value of Salvage
Vehicle			
Huge or smaller	2 hr.	15	10% of Cost
Gargantuan	4 hr.	13	10% of Cost
Colossal or Larger	12 hr.	10	10% of Cost
Mecha			
Huge or smaller	2 hr.	35	5% of Cost
Gargantuan	4 hr.	30	10% of Cost
Colossal	12 hr.	25	10% of Cost
Colossal II	24 hr.	20	10% of Cost
Starship			
Diminutive or Tiny	4 hr.	40	5% of Cost
Small to Large	24 hr.	35	10% of Cost
Huge	4 days	30	10% of

Gargantuan	10 days	25	10% of Cost
Colossal or Larger	30 days	20	10% of Cost
Robot			
Tiny or smaller	45 min.	30	5% of Cost
Small to Large	2 hr.	25	10% of Cost
Huge to Gargantuan	4 hr.	20	15% of Cost
Colossal or Larger	24 hr.	20	10% of Cost



CHAPTER FOUR:

NEW SKILLS

Counting off the facilities available on her fingers, "Cirrus VII includes its own mecha construction facilities. We are able to build and modify most kinds of mecha that said very few original mecha are produced each year. Original mecha take months even years of design time, development, and testing. Mostly what we do is customization, we will take a ready-made frame and attach the pre-made parts a client requests. This is much faster and in the long run cheaper."

Craft (Mecha Component) (Int)

The character is skilled in the creation of a specific group of mecha items, such as armor or weapons. Like Knowledge, Perform, and Profession; Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks. The Craft (Mecha Components) skills are Mecha Armor, Mecha Defenses/Equipment, Mecha Frame, Mecha Power Plants¹, Mecha Sensors, Mecha Superstructure, and Mecha Weapons.

¹Mecha power plants are a special case when it comes to crafting and masterwork. Normally the creation of a mecha power plant requires a large team of engineers and technicians. Due to this basic mecha power plants cannot be created using the Crafting skill. The Crafting skill or the special abilities of a Mecha Tech can be used to modify an existing mecha power plant to become a masterwork power plant. This is done at double the normal time and price of creating a masterwork item.

Check: The basic function of the Craft (Mecha Component) skill, however, is to allow the character to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, the character's check result, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

In some cases, the *fabricate* spell can be used to assist in the results of a Craft. The character must still make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship.

When casting the spell *minor creation*, they must succeed on an appropriate Craft check to make a complex item.

To determine how much time and credits it takes to make an item, follow these steps.

1. Find the item's price in credits.
2. Find the item's availability.
3. Pay 1/3 of the item's price for the raw material price.
4. Determine DC: the DC to create an item is 1/2 the availability for said item.
5. Make an appropriate Craft check representing one week's worth of work. If the check succeeds, divide the result by 2. If the result equals the availability of the item, then the character has completed the item. If the result \times the DC equals double or triple the availability of the item, then they've completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner. If the result \times the DC doesn't equal the target value, then it represents the progress the character has made this week. Record the result and make a new Craft check for the next week. Each week, they make more progress until their total reaches the price of the item.

If they fail a check by 4 or less, they make no progress that week. If the character fail by 5 or more, they ruin half the raw materials and have to pay half the original raw material cost again.

Progress by the Day: The character can make checks by the day instead of by the week. In this case their progress (check result \times DC) should be divided by the number of days in a week.

Create Masterwork Items: The character can make a masterwork item that conveys a bonus on its use through its exceptional craftsmanship. To create a masterwork item, the character creates the masterwork component as if it were a separate item in addition to the standard item. The price of the raw materials for masterwork component are equal to the base price of the item and a Craft DC equal to the base DC +5. Once both the standard component and the masterwork component are completed, the masterwork item is finished.

Action: Does not apply. Craft checks are made by the day or week (see above).

Try Again: Yes, but each time the character fails by 5 or more, they ruin half the raw materials and have to pay half the original raw material cost again.

Special: The character may voluntarily add +10 to the indicated DC to craft an item. This allows them to create the item more quickly (since they will be multiplying this higher DC by their Craft check result to determine progress). They must decide whether to increase the DC before they make each weekly or daily check.

To make a mecha item using Craft, the character needs to have access to an electronic and/or mechanical shop. Without these the character takes a -4 penalty on their check for crafting. Electronic and/or mechanical shops are addressed in the New Equipment chapter. On the other hand, masterwork electronic and mechanical shops provide a +2 circumstance bonus on the check.

The system cannot have a tech level higher than that of the builder.

Table 4.1: Crafting Shops and Masterwork Bonuses

Mecha System	Shop(s) Required	Per Masterwork Level
Armor	Mechanical	+1 Hardness
Misc. Equipment	Mechanical / Electronic	Varies
Frame	Mechanical	+1% Spaces
Power Plant	Electronic	+10% Power Units
Sensor	Electronic	+2 Perception
Superstructure	Mechanical	+1 Hardness
Weapon	Mechanical / Electronic	+1 Attack



CHAPTER FIVE: EDGES AND HINDRANCES

"For you techs and jockeys: Remember, every mecha is different. Each one has its own personality. Each one of the same make and model start out the same but damage and combat repairs start giving the mecha a personality... a soul if you will. It will surprise you how fast a mecha will grow on you or irritate you." She says with an almost inaudible groan.

As discussed in the Neverwhen rulebook each character is allowed to have 10 points worth of edges but must take a like point cost in hindrances. Additional edges and hindrances are available in other Neverwhen rulebooks.

Table 5.1: Character Edges

Name	Pre-Requisites	Description	Cost
Mecha Shares	Gamemaster's Permission	The character owns a portion of a mecha the remainder of which is owned by a bank, government, mercenary company, or underworld organization.	3/6/10
Redline Mecha Jock	Mecha Operations	The character can push a mecha beyond its normal limits.	3
Second Skin	Mecha Operations	The character has spent so much time in a mecha that it is almost a second skin.	3
Special Permit (Military)	Gamemaster's Permission	The character can own and store military mecha within the Terradyn Confederation or another nation.	4

EDGES

Mecha Shares: The character owns a portion of a mecha, the remainder of which is owned by a bank, mercenary company, or underworld organization.

Table 5.2: Mecha Shares

Cost	Notes
3	Character owns 1/3 of any mecha with an Availability of 42 or less. Payments must be made on the remainder at a monthly cost equal to 1% of the mecha's value.
6	Character owns 1/2 of any mecha with an Availability of 50 or less, or the character owns 1/3 of any mecha with an Availability of greater than 42. Payments must be made on the remainder at a monthly cost equal to 1% of the mecha's value.
10	Character owns the mecha outright. It may be of any Availability as long as the Gamemaster approves. If the Availability is 45 or less the mecha must take 2 points worth of free hindrance. If the mecha has an Availability of greater than 45 then the mecha receives the older model hindrance and must take an additional 4 points worth of hindrances. These hindrances do not give bonus points and do not count toward the hindrance limit.

In all cases the technology level of the mecha is the same as the character's home realm unless the Gamemaster specifies otherwise.

Redline Mecha Jock: The character knows how to push a mecha to its fullest potential and beyond. Any one aspect of a mecha can be temporarily increased by +20% or

+2. The character may change what aspect is being



enhanced each round as an attack action. There is a downside for pushing a mecha beyond its limits. At the start of each round this ability is in use roll 1d20, on a result of 1, the mecha suffers a critical hit with a damage value of 15 hull points. A couple of examples of what a redline pilot could do with this ability are that the pilot could gain a +2 on all piloting checks, +2 on base movement, or a +20% temporary bonus to hull points. **Pre-Requisites:** Mecha Operations **Cost:** 3

Second Skin: The character has spent so much time in a mecha that it is almost a second skin. This reduces the Frame Reflex penalty by 2, and grants a +2 bonus to Pilot checks. This edge only works on one particular type of mecha. **Pre-Requisites:** Mecha Operations **Cost:** 3

Special Permit: The character has been issued a special permit that allows them to own and store military mecha within the Terradyn Confederation or another similar nation. Most nations do not allow normal citizens to own and operate military hardware. **Cost:** 4

Table 5.3: Character Hindrances

Name	Pre-Requisites	Description	Cost
Anti-Magic Field		The character radiates a static field of anti-magic.	1-10
Bad Luck Betty		The character has a reputation for being bad luck for those all around them. Making it harder for others to avoid fumbles and worse.	3/6/9
Mecha Debt	Gamemaster's Permission	In an effort to pay off the mecha the character took out a high interest loan from some rather unscrupulous people and the mecha hunters are snapping at their heels.	3-7
Pupae	Mecha Operations	The character never comes out of their mechanical cocoon. They spend all of their time in the mecha.	4
Tunnel Vision		The character gets totally focused on their enemy. Once they have started firing on a target, they must make willpower test to change target.	4

HINDRANCES

Anti-Magic Field: The character radiates a field of static that has a negative effect on magic and magic items. The point cost of this ability is determined by the radius and effect. All spells and magic items within the area of effect must beat the Spell Resistance to work.

Table 5.4: Anti-Magic Field Radius

Radius	Cost
25'	+1
50'	+2
75'	+3
100'	+4

Table 5.5: Anti-Magic Field Spell Resistance

Resistance	Cost
13	+1
14	+2
15	+3
16	+4
17	+5
18	+6

Bad Luck Betty: The character has a reputation for being bad luck for those around them. It wasn't their fault when their last squad got hit by friendly fire or that time the squad got issued training rounds instead of live ammunition. Bad Luck Betty comes at three levels:

Table 5.6: Bad Luck Betty

Cost	Effect
3	Everyone in the party must roll Reflex DC-18 to avoid Fumbles.
6	As 3 plus everyone has a chance of fumbling on a roll of 1-2.
9	Everyone in the party automatically fumbles on a natural attack roll of 1-2.

Cost: 3 / 6 / 9

Mecha Debt: In an effort to pay off the character's mecha they took out a high interest loan from some rather unscrupulous people and it is coming up on time to pay them back. These loan sharks are ruthless and have started sending out mecha hunters after the character to recover their "property". The point cost of this hindrance is based on how often and what level of hunters are sent after the mecha. The approximate debt on the mecha is

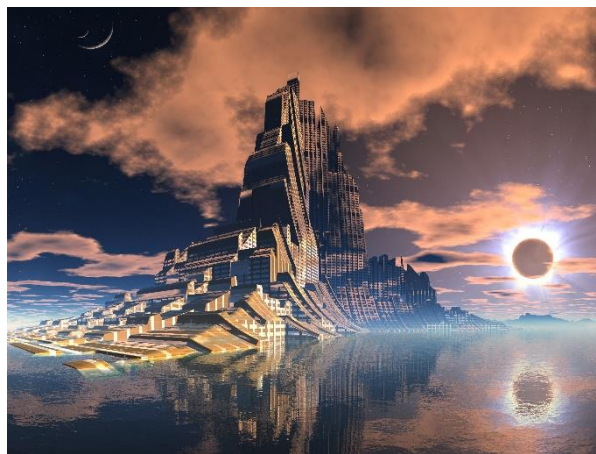
30% of its price and it increases by 5% each month that at least 5% is not paid.

The hunters will attempt appear based on the chance of encounter at the strength indicated by the hunter level table. They will demand either payment in full with a finder's fee (1d6*10%) or the mecha. The DM determines how often the check should be made but should not be more often than once per milestone. Cost of this hindrance is 2 plus level of the hunter plus chance of encounter. **Cost:** 3-7

Table 5.7: Mecha Debt

Level of Hunter		Chance of Encounter	
Base Points	Level of Enemy	Base Points	Chance of Encounter
1	Party level -1	0	19+ on 1d20
2	Party level	1	17+ on 1d20
3	Party level +1	2	15+ on 1d20

Pupae: The character never comes out of their mechanical cocoon. They spend all of their time in the mecha. Spending so much time in your mecha that it has become a major part of their psyche. When outside the mecha the character will suffer a -4 penalty on all Intelligence, Wisdom, and Charisma based tests. **Pre-Requisites:** Mecha Operations **Cost:** 5



Tunnel Vision: The character gets totally fixated on the enemy in combat. Once the character has started fighting a target they must make a Willpower (DC-20) to change targets unless the target is disabled/destroyed. **Cost:** 4

MECHA EDGES AND HINDRANCES

Each Mecha is allowed to have up to 10 points worth of edges. It must then take a like amount of hindrances. For example, if a vessel has 3 points worth of edges it would then have to take 3 points worth of hindrances.

MECHA EDGES

Agile Model: The mecha has been modified to be more agile and responsive. This grants a +2 bonus to Armor Class versus ranged attacks. **Cost:** 3

Blandness: The mecha is very nondescript, which allows them to blend into groups of mecha, and can disappear. Unless the mecha does something that draws attention, most people will have a very difficult time remembering it. The Perception test to remember the mecha is a DC of 25. **Cost:** 3

Close Combat Model: The mecha was designed specifically for close combat. This grants a +2 bonus to Armor Class in close combat. **Cost:** 3

Concealed Model: Through clever design and tricks of light the designers have managed to conceal the class of your mecha. It appears to be one class lower than it really. For example Military appears as Paramilitary and Paramilitary as Civilian. **Pre Req:** Paramilitary or Military Frame **Cost:** 6

Darn Lucky: The mecha is very lucky. Gain a +2 bonus to all saves (Fortitude, Reflex, and Willpower). **Cost:** 2

Die Hard: The mecha has been modified to be tougher than the average mecha of the same model. These modifications grant +50 or +20% bonus to Hull Points whichever is greater. **Cost:** 8

Elite: At some point in the past the mecha was part of an elite military unit. Through the modifications made by this unit you are granted a +2 attack bonus. **Cost:** 5

Elite Ground Crew: The character has managed to put together an elite crew of engineers and technicians to maintain their mecha. They provide a +4 bonus on all repair checks and reduce maintenance cost by 50% for your mecha. **Cost:** 8

Enhanced Locomotion System: The main locomotion system of the mecha has been enhanced. Granting a +1 hex bonus movement to the primary locomotion system. **Cost:** 2

Enhanced Sensor Unit: The design of the mecha allows the sensors to be more effective. Gain a +2 bonus to all Perception and Sensor Operations checks. **Cost:** 1

Enhanced Spell Resistance: The natural spell resistance of your mecha has been increased by +2, +3, or +4 depending on the amount of points spent on this edge. **Cost:** 4 / 5 / 6

Experienced Ground Crew: The character has managed to put together highly trained ground crew of engineers and technicians to maintain their mecha. They provide a +2 bonus on all repair checks and reduce maintenance cost by 25% for your mecha. **Cost:** 6

Extra Budget: Through the character's connections, they are able to increase the amount of money available for designing or purchasing their mecha. In addition, they also increase the maximum availability of equipment that they can put in the mecha. Each level of this Edge increases the amount of starting money for the mecha by 10% and the maximum Availability by +2. **Cost:** 1-8

Friends in High Places: Former crew members and associates look out for the mecha and its crew. The more points spent on this edge the more powerful and wide-reaching the position is. For example, at 1 point the mecha may be known on a specific planet; at 3 points the mecha is known across most of known realms and space and recognized as a mecha for a powerful nation or corporation. At 5 points the vessel is known and protected by the Terradyn military or a large trans-dimensional company. **Cost:** 1-5

Gladiator Model: Sometime in the past the mecha has been used in close combat arena or gladiatorial games. The Strength of the mecha is increased by +4, the Armor Class is increased by +2 and its Hull Points are increased by +50. Due to these modifications the mecha is much harder to pilot and the sensors are not as accurate causing a -4 penalty to Perception, Pilot, and Sensor Operations checks. **Cost:** 5

Good Reputation: The mecha is famous and well respected by others. This reputation grants a +4 bonus morale bonus when dealing with non-combatants. **Cost:** 5

Hardened Shell: The superstructure of the mecha has been hardened in order to resist more damage. The hardness of your mecha's superstructure is increased by +1. **Cost:** 3

Intelligence Model: The mecha was modified in the past specifically for doing intelligence work. These modifications grant a +4 bonus on Perception tests. **Cost:** 3

Table 5.8: Mecha Edges

Name	Pre-Req	Description	Cost
Agile Model ¹		The mecha has been modified to be more agile and responsive.	3
Blandness		The mecha is very plain, and tends to blend in with other mecha.	3
Close Combat Model ¹		The mecha was designed specifically for close combat.	3
Concealed Model ¹	Paramilitary or Military Frame	Mecha appears as one frame class smaller than it actually is, for example Military appears as paramilitary.	6
Darn Lucky		The mecha is very lucky and receives a bonus to saves.	2
Die Hard		The mecha has been modified to be tougher than the average mecha of the same model.	8
Elite		At some point in the past the character's mecha was part of, and modified by, an Elite military unit.	5
Elite Ground Crew ²		The character has managed to put together an elite crew of engineers and technicians to maintain their mecha. They provide a bonus repair checks and reduce maintenance cost.	8
Enhanced Locomotion System		The main locomotion system of the mecha has been enhanced.	2
Enhanced Sensors		The design of the mecha allows the sensors to be more effective. Gain a +2 bonus to all Sensor Operations checks.	1
Enhanced Spell Resistance		The mecha's spell resistance is increased by +2/+3/+4.	4/5/6
Experienced Ground Crew ²		The character has managed to put together highly trained ground crew of engineers and technicians to maintain their mecha. They provide a bonus repair checks and reduce maintenance cost.	6
Extra Budget		Through connections, the character is able to increase the amount of money available for designing or modifying their mecha.	1-8
Friends in High Places		The mecha is renowned has friends that go out of their way to help the crew. These are normally former crew members.	1-5
Gladiator Model ¹		Sometime in the past the mecha has been used in gladiatorial games. The Strength bonus of the mecha is increased by +4, the Armor Class is increased by +2 and its Hull Points are increased by +50. Due to these modifications the mecha is much harder to pilot and the sensors are not as accurate. -4 penalty to Perception, Pilot and Sensor Operations checks.	5
Good Reputation		The mecha is famous and well respected by others.	5
Hardened Shell		The superstructure of the mecha has been hardened in order to resist more damage.	3
Intelligence Model ¹		The mecha was modified in the past specifically for doing intelligence work.	3
Lucky Mecha		The mecha has exceptional luck both good and bad.	3
Magically Adept	Star Chamber	Something about the mecha enhances the use of the star chamber.	4
Maneuvering Thrusters		Maneuvering thrusters have been added to the mecha allowing for better performance in flight.	2
Masked Shell		The sensor suite of the mecha has been modified to spoof enemy sensors.	3
Medical Unit	Tech Level 9, 6 Free Equipment Spaces	The mecha was modified in the past to be an ambulance.	2
Modular Design		The mecha was designed to be easy to repair.	3
Multi-Spectral Security System		+4/+6/+8 to DC for attempts to hack or take control (astrally, psychically, or physically) of the mecha.	2/4/6
Mysterious Benefactor		The computer on the mecha seems to mysteriously contain data that the character should not have. No matter how many times the memory core is purged or the computer is replaced more data appears at random intervals.	5
Precise Targeting System		The targeting system in the mecha has been modified to be extremely precise, but it is also very sensitive to vibrations.	4
Prototype		The mecha was used as a testbed for a research facility.	5
Quickened		By a combination of magics and technology, the mecha has been made more agile.	2
Scientific Model ¹		The mecha has been modified to perform scientific task in the field. This grants a +4 bonus on Sensor Operations checks.	3
Well Maintained		The mecha has been very well maintained in the past. This care reduces the maintenance cost of the vessel by 20%.	2
1- The mecha can only have one model edge or hindrance.			
2- The mecha can only have one ground crew edge or hindrance.			

Lucky Mecha: The mecha was built under an astrological event. The chance of causing critical hits and fumbling are both increased. The mecha receives a +1 bonus to its critical range with all weapons, and automatically fumble on a natural attack roll of 1-2. **Cost:** 3

Magically Adept: The mecha is in tune with its star chamber. This grants a +4 bonus to the penetration rating of any spells cast from a star chamber. **Pre Requisite:** Star Chamber **Cost:** 4

Maneuvering Thrusters: Maneuvering thrusters have been added to the mecha allowing for better performance in flight. Gain a +4 bonus to all Pilot checks when flying. **Cost:** 2

Masked Shell: The defensive systems of the mecha have been modified to make it appear electronically either one size larger or smaller than it really is. For example, a medium mecha could appear as either a light or a heavy mecha. The choice is made each turn by the sensor operator. This ability is only effective at greater than 10 hexes. **Cost:** 3

Medical Unit: The mecha was modified in the past to be an ambulance. The storage spaces in the mecha have been modified to hold stretchers. In addition, a Medi-Kit has been built into the storage area of the mecha. There will be one Medi-Kit per 3 stretchers. These Medi-Kits are fully charged and maybe used on any patients within the mecha or on the stretchers. Mecha must have at least 6 spaces (3 stretchers worth) of equipment spaces allocated to cargo, this space maybe allocated in external equipment mounts. **Pre-Requisite:** Technology Level 9, 6 Equipment Spaces for Stretchers **Cost:** 2

Modular Design: The mecha was designed to be easily repaired. This grants a +2 bonus to repair checks and all repairs take half as long due to intelligent modular design. **Cost:** 3

Multi-Spectral Security System: Through a combination of alchemy, magic, and technology the mecha has been protected against intrusion from both the physical and the spiritual plane. This protection provides a +4/+6/+8 to DC for attempts to hack or take control (astrally, psychically, or physically) of the mecha. **Cost:** 2 / 4 / 6

Mysterious Benefactor: The computer in the mecha seems to mysteriously contain data that it should not have. No matter how many times the memory core is purged or the computer is replaced more data appears at random intervals. Roll 1d6 each session, the result is the number of modifiers that the information grants. They can all be used on one roll or spread out throughout the session. For

example, if a 4 is rolled, a +4 modifier could be added to one check, or could be spread over several checks. **Cost:** 5

Precise Targeting System: The targeting system in the mecha has been modified to be extremely precise, but it is also very sensitive to vibrations. When standing still (have not moved in the current or previous round) the chance for scoring a critical hit is increased by +1. **Cost:** 4



Prototype: The mecha was used as a testbed for a research facility. The computer systems have been greatly improved allowing the pilot to make an extra attack or move action each turn. **Cost:** 8

Quickened: By a combination of magics and technology, the mecha has been made more agile. It gains a +2 bonus to Initiative checks. **Cost:** 2

Scientific Model: The mecha has been modified to perform scientific task in the field. This grants a +4 bonus on Sensor Operations checks. **Cost:** 3

Well Maintained: The mecha has been very well maintained in the past. This care reduces the maintenance cost of the mecha by 20%. **Cost:** 2

Table 5.9: Mecha Hindrances

Name	Pre-Req	Description	Cost
Alien Design		The mecha was built by a non-humanoid race. This makes it very distinctive.	3
Bad Karma		The mecha is a magnet for things going wrong.	4
Cursed to Live in Interesting Times		Things always happen to keep the crew on their toes.	3
Damaged Main Locomotion		The main locomotion on the mecha has been permanently damaged.	2
Damaged Flight System	Must have flight system	The flight system on the mecha has been permanently damaged.	4
Damaged Sensors	Must have sensor system	The sensors just do not seem to work right, no matter how many times they are replaced.	1
Damaged Thrusters	Must have thrusters	The thrusters on the mecha have taken permanent damage.	2
Enlarged Model ¹	Civilian or Paramilitary Frame	The mecha appears as a frame class larger than it actually is, for example Civilian appears to be Paramilitary.	4
Exotic Alien Design		The design of the mecha is so alien it does not conform to any common ergonomics. This causes problems with repairs and maintenance.	5
Faulty Machinery		The mecha has seen better days. It has a tendency to break down at the most inopportune moments.	1-6
From Antiquity		The mecha is beyond ancient, no one is really sure who the original owner was but it has just always been around.	8
Haunted		The mecha was involved in something horrendous that has left its mark. The mecha's crew has horrible nightmares.	4
Hunted		The mecha was involved in a notorious battle. As a result, the mecha has gained some enemies.	1-5
Inept Ground Crew ²		The ground crew is beyond inexperienced, one would almost believe they are trying to get things wrong.	8
Inexperienced Ground Crew ²		The have a very green ground crew. They are very inexperienced and don't really have any idea what they are doing.	6
Library Data Corrupted		Permanent damage to the computer system causes the data returned to be erroneous.	4
Older Model ¹		The mecha has been around for a while. Over the years it has been involved in lots of battles.	3
Rat Trap		Your mecha is always dirty and dingy, not even a new coat of paint helps.	3
Severely Damaged		Your mecha was in a major battle and severely damaged.	4
Slow Motivators		Due to damage to the mechas motivators it takes a -2 penalty to Initiative.	4
Venerable		The mecha has been around for a very long time.	4
1- The mecha can only have one model edge or hindrance.			
2- The mecha can only have one ground crew edge or hindrance.			

MECHA HINDRANCES

Alien Design: The mecha was built by a non-humanoid race. This makes it very distinctive (+4 bonus to anyone trying to remember the mecha). It also makes the mecha hard to repair and work with. This causes a -4 penalty on all repair checks and a +15% increase on maintenance cost. **Cost:** 3

Bad Karma: The mecha is a magnet for things going wrong, and always fumbles on a roll of 1-3 on attack rolls. **Cost:** 4

Cursed To Live In Interesting Times: When a cursed mecha crew settles down for more than 2 weeks, things start to happen to keep their life “interesting”. Examples of things that could happen are a shipment of

ammunition could have been stolen from a criminal organization or the resort the party decides to take a vacation at ends up being in the middle of a revolution.

Cost: 3

Damaged Main Locomotion: The main locomotion system on the mecha has been permanently damaged. Lose 1 hex of movement. **Cost:** 2

Damaged Flight System: The flight system on the mecha has been permanently damaged causing a reduction of one level in flight profile. **Pre-Req:** Flight system **Cost:** 4

Damage Sensors: The sensors just do not seem to work right no matter how many times they are replaced. Take a -2 penalty on all Perceptions and Sensor Operations checks. **Pre-Req:** Sensor System **Cost:** 1

Damaged Thrusters: The thrusters on the mecha have been permanently damaged. Reduce its flight speed by 1 hex. **Pre-Req:** Thrusters **Cost:** 2

Enlarged Model: By a stroke of bad luck the mecha appears to be one class larger than it really is for example, Paramilitary appearing as Military. It requires a detailed inspection to tell the true class of the mecha. This inspection takes at least 8 hours and there is a good possibility of fines being involved. **Pre Req:** Civilian or Paramilitary Frame **Cost:** 4

Exotic Alien Design: The design of the mecha is so alien it does not conform to any common ergonomics. The design and controls are completely alien and most of the functions are a mystery. This causes a -6 penalty on Repair checks, +100% increase in maintenance cost and a +6 bonus to whenever anyone attempts to remember the mecha. **Cost:** 5

Faulty Machinery: The mecha has seen better days. It has a tendency to break down at the most inopportune moments. When the result of any test is a natural roll equal to the value of this hindrance the mecha stalls for a turn and is considered dazed until a Pilot (DC-15) is made. Each level of this hindrance reduces the effective price of a mecha by 10% but does not change the maintenance cost. For example, a Chameleon Scout with 2 pts worth of Faulty Machinery would breakdown on a 1-2 and would be worth 20% less than list price. **Cost:** 1-6

From Antiquity: The mecha is beyond ancient, no one is really sure who the original owner was, and it has just always been around. The age of it causes a lot of problems:

- 3x Maintenance Cost
- -6 penalty on all repair checks
- 2x all repair costs
- -4 Sensor Operations and Perception tests
- -2 Initiative

There are a couple of advantages to being around for so long 1) the mecha receives 3 points worth of edges for free 2) the mecha receives a random enchantment/magic item (or chosen by the Gamemaster). This hindrance does not stack with any other age related edges or hindrances. **Pre Req:** Gamemaster's Permission **Cost:** 8

Haunted: Your mecha was involved in something horrendous that has left its mark. Everyone involved with the mecha has horrible nightmares. Each morning the crew must make a Willpower DC-20 save or be fatigued. Characters that are fatigued cannot run or charge and take a penalty of -2 to Strength and Dexterity. After 8 hours of complete, uninterrupted rest, a fatigued character is no longer fatigued. **Cost:** 4

Hunted: The mecha was involved in a notorious battle. As a result, the mecha has gained some enemies. If these

enemies are encountered they will try to either deface the mecha (1-2) or attempt to destroy it (3-6). The DM determines how often the check should be made but we suggest not more often than once per milestone.

Level of Hunter		Chance of Encounter	
Base Points	Level of Enemy	Base Points	Chance of Encounter
1	Party level -1	0	19+ on 1d20
2	Party level	1	17+ on 1d20
3	Party level +1	2	15+ on 1d20

Inept Ground Crew: Your ground crew is beyond inexperienced. One would almost believe they are trying to get things wrong. This ineptness causes them to take a -4 penalty to repair checks, +100% increase to maintenance cost, and +75% increase to repair cost. Cannot be combined with inexperienced ground crew. **Cost:** 8

Inexperienced Ground Crew: You have a very green ground crew. They are very inexperienced and don't really have any idea what they are doing. This causes them to a -2 penalty to repair checks, +50% increase to maintenance cost, and +50% increase to repair cost. Cannot be combined with inept ground crew. **Cost:** 6

Library Data Corrupted: Permanent damage to the computer system causes the data returned to be erroneous. When using the computer for navigation, repair, and research checks apply a -3 penalty. **Cost:** 4

Older Model: The mecha has been around for a while. Over the years it has been involved no lots of battles. Due to its age and the damage that has been done the mecha loses 10% of hull points. On the upside parts for the mecha are easy to find reduce the availability for repair components by 5 and the cost is reduced by 20%. **Cost:** 3

Rat Trap: The mecha is always dirty and dingy, not even a new coat of paint helps. This causes a -4 penalty to locating contracts. **Cost:** 3

Severely Damaged: The mecha was in a major battle and severely damaged. Permanently reduce the mecha's Hull Points by 10%. **Cost:** 4

Slow Motivators: Due to damaged motivators and servos the mecha does not respond as fast as it should. It suffers a -2 penalty to Initiative. **Cost:** 4

Venerable: The mecha has been around for a long time. This age allows the mecha to have two more points of edges. The age of the mecha make parts hard to find replacements causing a +2 penalty to repair check TNs. **Cost:** 4

CHAPTER SIX:

COMBAT AND OPERATIONS



"When it gets down to the guts of it life on Cirrus VII is about combat, usually some form of mecha combat. Though other forms of arena combat are gaining in popularity mechas are still the leader."
"Mechas can fight in any environment and almost any adversary which is part of their appeal for arenas and militaries. Mechas can even do what is called a rapid redeploy."

"The most common rapid redeploy is done in orbit, the mecha will be involved in a starship boarding operation, on completion of that mission. They board drop pods and start a planetary assault. Such is the versatility of the mecha."

MECHA TYPES

Mecha come in many shapes and sizes. The frame of a mecha determines how maneuverable it is. The frame also determines the amount of damage it can take and how agile it is. In addition to the frame of a mecha, the frame type of the mecha determines the type of equipment that can be installed. There are three types available for a mecha: Civilian, Paramilitary, and Military.

Civilian frames are the least robust and are not designed for combat. They are primarily used as cargo lifters, emergency vehicles, and transports. They tend to have lower hull points and spaces than any of the other frames. Civilian hulls are only able to use 20% of the available space in the frame for the installation of weapons.

Paramilitary hulls are a step up from the civilian hulls and are the hull type most commonly used by raiders and adventurers. A paramilitary frame will have more hull points and a spaces than the equivalent sized civilian hull. Paramilitary frames are able to use 40% of their hull space for the installation of weapons. These types of frames tend to be restricted in most realms to special licenses. The licenses are routinely issued to adventuring companies and security firms.

Military frames are the toughest frames available for mecha. They have many more hull points and a greater quantity of spaces than any of the other frame types. In addition, they are able to use 60% of the spaces in their frame for the installation of weapons. These frames are highly restricted. Usually only found in dedicated military or mercenary outfits or on occasion licensed to adventuring companies. It is very rare indeed that they are allowed in cities when a war is not going on.

For each of these frame types there is also six sub-frames numbers mark 0 to 5. With mark 0 being the base model and mark 5 being the top of the line.

The size of the pilot also effects the size of frame the mecha can have. The frame of the mecha must be at least one size larger than that of the pilot. For example, a normal human is size medium so they can use a Light

mecha. Whereas a Lyzinti is a large creature and could not pilot anything smaller than a Medium mecha.

PERSONAL TECHNOLOGY LEVEL

Mecha are very complex machines with large amounts of controls and sensors to monitor. If you don't understand the data being fed to you or the controls in front of you it makes the task of operating the mecha very difficult. If a character's personal technology level is lower than the tech level of the mecha they are piloting and they do have the mecha operation feat they receive a -1 penalty to piloting checks, reflex saves and armor class. If the character also does not have the mecha operation feat those penalties stack.

SCALE

These rules use two scales. If the encounter involves both mecha and characters on foot, use Character Scale. If the scene involves only mecha, and they are likely to move at much higher speeds than characters or creatures on foot, use Mecha Combat Scale. For mecha combat scale, it is recommended that a hex map be used. For character scale, it is recommended that a square grid map be used.

Character Scale: Character scale is identical to the standard movement scale: It is carried out on a grid in which each square equals 5 feet.

In character scale, mecha are large enough to occupy multiple squares on the map grid. How many squares a mecha occupies is specified in the mecha's description.

In character scale, more than one mecha cannot occupy the same square.

Mecha Combat Scale: In mecha combat scale, each hex of the grid represents 50 feet.

In mecha combat scale, most commonly encountered mechas occupy less than one hex. More than one mecha can occupy the same hex. Mechas in the same hex are considered 10 feet apart for the purposes of determining range for attacks.

To convert character scale ranges to mecha combat scale ranges divide the range by 10. For example, a normal long bow would have a range increment of 2 using the mecha combat scale.

All of the rules for mecha combat and operations assume that mecha combat scale is being used.

MECHA SENSOR ACTIONS

The sensor systems on a mecha have three different modes Normal, Passive, and Active.

The normal mode is exactly that; all of the abilities of the sensor system are exactly as listed. This is default setting for the sensors.

A passive scan extends in all directions at once, providing the operator with data on surrounding terrain, obstacles, and the location of other creatures, vehicles, and mecha within limited range of the mecha. In passive scan mode it is more difficult to fire on the mecha. This is simulated by inflicting a -2 penalty on all ranged attack rolls while in passive scan mode.

A sensor system in passive scan mode can also be used to conduct a detailed scan. With a successful Sensor Operations check and a move action, a mecha's operator can use the onboard sensor system to scan a single target (usually another mecha or vehicle) and determine specific information about that target, as specified in the sensor system's description. The range on a passive scan is 1/10 the normal range for the sensors.

A mecha's sensors can conduct passive scans of the surrounding area constantly, without the operator's attention.

In active scan mode the sensor goes out to the full range listed and provides an attack bonus. While in active scan mode the mecha gets a +4 attack bonus. Active scan mode involves the mecha banging away with full power to the sensors not caring who detects them. This banging away causes a -2 penalty to Armor Class.

In addition, during a detailed scan the sensor system will bypass any cloaking screen, stealth suite or other similar technological device of lesser technology level.

Switching between normal, passive, and active scan takes a move action.

For any form of sensor activity the size factor of a mecha acts as a bonus, the larger the mecha the easier it is to see with sensors.



ATTACK ROLLS

The ranged attack bonus for a mecha pilot or crew member is Ranged Attack Bonus = Controlling

Crewmember's BAB (Usually Pilot) + Sensor Bonus + Attack Bonus (Pilot's Dexterity Mod) + Miscellaneous Equipment Modifiers.

The melee attack bonus for a mecha pilot or crew member is Melee Attack Bonus = Controlling Crewmember's BAB (Usually Pilot) + Attack Bonus (Mecha's Strength Mod) + Miscellaneous Equipment Modifiers.

High Speeds: Mecha receive armor class bonuses due to travelling at high speeds. Speed also has a negative effect on piloting checks.

Table 6.1: Mecha Speed

Speed in Hexes	AC Bonus	Pilot Modifier
0-5	+0	-0
6-8	+1	-1
9-11	+2	-2
12+	+4	-4

Fumbles: On a natural attack roll of 1 a potential fumble has occurred. The attack then makes a Reflex (DC-15) on a success they have managed to avoid the fumble. On a failure; they miss any remaining actions/shots in the round and are considered stunned for the next round. They may take no actions in the next round.

CHANCES TO COMBAT

Penetration: When a target is struck by a weapon with a penetration rating, the target's Damage Resistance / Hardness are reduced by the penetration factor.

Damage: When a mecha takes damage, it must first get through the mecha's hardness. Then it is applied against the mecha's hull points, once they are reduced to zero the mecha is disabled.

Melee Combat: In melee combat, the mecha's strength is used in place of the pilot's strength.

Movement in Combat: There is no 5' step at mecha combat scale.

Running: Mecha run at double normal speed.

Critical Hits: On a confirmed critical hit, the attacker must roll on the critical hit table and the defender applies the results.

Flat Footed: All mecha are considered to be flat footed until they take their first action in a combat.

Ready Weapons: None of the weapons on a mecha can be fired until they are unlocked or readied. To unlock all mounted weapons (non-handheld) cost a crew member a move action. Handheld weapons must be readied individually.

Spells/Magic: For spells to be safely cast from within a mecha or at mecha scale ranges, it must be equipped with a Star Chamber, otherwise the spell takes affect vs. the mecha. For example, if a mecha magus were to cast fireball in a mecha without a starchamber the fireball would detonate within the mecha. Since it would appear at the end of the mecha magus's finger and then move to the target. All mecha have a spell resistance equal to the mecha's base ECL Bonus (Not including crew or pilot). The Star Chamber also provides a penalty to the spell saving throw required by the target.

Without a Star Chamber the spell resistance on a mecha is constantly working and effects all spells cast on a mecha friendly or hostile. For example; an allied techno mage casting vehicular shield on a Katana Model 30 would still have to bypass its spell resistance of 13.

Disabled: If a mecha has taken a total amount of damage reducing its hull points to 0, or the controlling crew is incapacitated/killed, the mecha is considered disabled. A disabled mecha can be repaired, but cannot perform any actions until it has been repaired to at least 1 hull point. Mecha are not destroyed until they are reduced to a negative hull point value equal to 10% of its total hull points.

Repairs: The only way to repair damage to hull points during combat is via repair systems or magic.

Non-Lethal Damage: Mecha are not susceptible to non-lethal damage or stun attacks from non-mecha class or smaller weapons. This includes weapons such as the man-portable version of the disruptor rifle.

Prone: Mecha may fire handheld weapons from a prone position, receiving all benefits and penalties.

Cover: Cover and concealment behind objects only counts if it covers at least 50% the height of the mecha.

Charge: A charging mecha must move at least one hex. The movement of the mecha is doubled for the charge.

Two Weapon Fighting Feats: These feats can only be used if the mecha is equipped with a crackerjack neural link and the pilot has a data jack installed.

DEBRIS

Whenever a mecha is struck for fifty points or more damage, the hex is filled with debris. Entering or leaving a hex filled with debris requires a pilot check modified by the mecha's speed.

RANGED ATTACKS AND OPPORTUNITY ATTACKS

Mecha only provoke opportunity attacks from creatures of their own size or larger (including other mecha) when they fire a ranged weapon in a threatened area.

All mecha are assumed to be moving around within the hex they occupy, jockeying for better positions. To simulate this for the purposes of an attack of opportunity all mecha threaten one hex around themselves.

TERRAIN

Mecha have a size factor used to determine what kind of terrain they can move through. The mecha size factor is determined by the table below.

Table 6.2: Mecha Size Factor

Mecha Size	Size Factor
Light	0
Medium	1
Heavy	2
Extra Heavy	3
Assault	4

Each piece of terrain has a size factor. The size factor of a mecha is subtracted from the size factor of the terrain to determine the movement modifier. For

example, a forest with a size factor of 3 would cause a light mecha to have a movement modifier of -3. In addition, there will be a pilot check required at DC 15 +1 per movement modifier. The 1 + movement modifier can also act as a cover modifier if the terrain is the Gamemaster decides the terrain can provide cover such as forest or buildings.

Buildings: Buildings have a three statistics: size factor, hardness, and hull points. Size factor represents the difficulty of mecha moving over or partially through a structure using or making hand holds. Hardness is how much armor the structure has, and hull points is how much damage it can take. Table 6.3: Mecha Buildings has some sample building ranges.

Table 6.3: Mecha Buildings

	Example Buildings	Size Factor	Hardness	Hull Points
Civilian	Home	1	3	100
Civilian	2 story office	2	5	150
Paramilitary	Police Station	2	7	200
Military	Infantry Bunker*	3	10	400
Military	Anti-Mecha Bunker*	5	25+	500+

Buildings may also be built as mecha without locomotion. Just increase the amount of spaces available by +20%.

Terrain Height: Objects such as hill, tree, and building height is measured in feet and hexes. For convenience, Table 6.4: Mecha Heights lists the height for each mecha body size.

Table 6.4: Mecha Heights

Size	Height
Light to Heavy	1 Hex
Extra Heavy	2 Hexes
Assault	3 Hexes

The terrain height should be factored into the size factor for determining if the terrain provides cover.

RELOADING

Reloading mounted mecha weapons can be rather time consuming, due to the armor plating protecting everything including the weapon. The weight and size of the rounds being loaded also plays a major factor in how long it takes to load a weapon. As a general rule integral guns require 10 rounds (30 Seconds) to load 1 belt, or a full round action to load a magazine. Missiles and rockets are loaded individually and they take 5 rounds (15 Seconds) for each missile to be loaded. See Table 6.5: Reload Times for reload times on handheld weapons.

Table 6.5: Reload Times

Type	Reload Time
Belt Feed	2 Rounds per belt
Magazine	1 round
eCell	1 round
Single Shot	1 round each

Optional: Deadlier Man-Portable Heavy Weapons

Man-Portable Heavy Weapons can be made more effective by giving them a penetration rating equal to their technology rating.

MISSILES AND ROCKETS

Missiles have two statistics that rockets do not: Intelligence and Duration. Intelligence is a measure of the avionics suite built into the missile and translates into a bonus to its attack roll. Duration is the number of rounds that the missile may attempt to attack the target. If the missile is struck by a point defense system during this time it is destroyed.

For a missile to be accurately fired at a target it requires lock-on. Lock-on is an opposed sensor operations check with the mecha's sensors and intelligence rating of the missile as bonuses. Attempting a lock-on is a move equivalent action. If the attacker beats the defender then they have lock-on, otherwise the attacker can only fire wild. If a target does not have any sensors systems then they are considered to have a result of 15.

A shot with lock-on receives attack bonuses from the firer's BAB, the mecha's sensors, the intelligence rating of the missile, and mecha's targeting systems. A wild shot only receives bonuses from the intelligence of the missile.

Lock-on is a continuous battle between the attacker's electronic warfare system and the defenders electronic



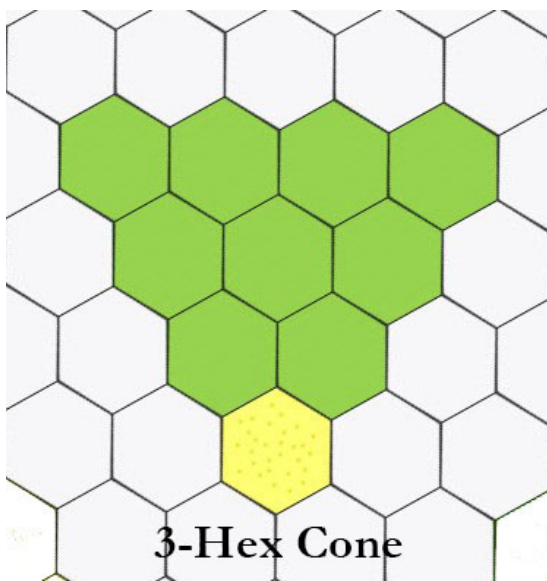
counter measure systems. To simulate this lock-on only lasts until a missile has been launched. For the next missile another lock-on check must be made.

Area Bombardment: Missiles and Rockets are designed to fire on mecha, but they can be targeted at the ground detonating in a specific hex. To hit a specific hex, treat the hex as having an Armor Class of 10 modified by cover and visibility. When the hex is hit, anything that is in the hex takes half damage and quarter damage on a Reflex save.

Missile and Rocket Deviation: In most cases it is not important to know where a missed shot lands but with missiles/rockets this can be important. If a target is missed roll 1d12. Starting with the direction of travel count to the right (clockwise), counting the corners and centers of each side. The distance the attack travels from the target is 1d8+2 hexes to a maximum of 1/2 the distance the missile or rocket travelled.

Blast Radius: If a weapon lists a blast radius of one, this means that the only the target hex is affected.

Cone: If a weapon lists a cone for its area of effect it effects the spaces directly in front of it then expands forward as shown in the above diagram.



Mecha Autofire: If a ranged weapon has an auto rate of fire, a character may set it on autofire. Autofire affects an area and everyone in it, not a specific creature. The character targets an area, based on the level of autofire, and makes an attack roll; the targeted area has an effective Armor Class of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC-20) or take the weapon's damage. For every 5 points that the attack roll succeeds by the Reflex save is increased by +2. Autofire shoots a number of rounds as listed in the title times 10 for example Autofire (2) fires 20 rounds. The area affected by the Autofire is listed below.

Autofire (1): for each rating in autofire an area of 3 adjacent hexes is covered by the attack. These hexes must be in a straight line.

Autofire (2): can suppress an area 2 hexes deep by 3 hexes wide.

Autofire (3): can suppress an area 3 hexes deep by 3 hexes wide.

Gatling Guns: These reduce the attack penalties for burst fire by 2, and the save to reduce the damage of autofire is increased by 3 to a total of DC-23.

Naval Guns: Naval guns (weapons designed for starships) are extremely powerful and tend to punch right through the armor on most mecha. For this reason all naval guns have a critical threat range of at least 17-20. This includes light naval weapons. In addition, the damage and penetration rating for all naval weapons are doubled versus non-naval hardened targets such as mecha and combat vehicles. The listed range increment is doubled.

MECHA CRITICAL HITS

Critical hits are scored against mecha in the same way as they are against other targets in Pathfinder. If the natural attack roll is within the critical range a threat has occurred. A second attack roll is made, if this roll hits the target the attack scores a critical hit.

Whenever a critical hit is made against a mecha, roll percentile dice and consult Table 6.6: Mecha Critical Hits instead of dealing the normal critical hit damage for the attack.

Crew wound damage is the result of shrapnel flying, electrical shorts arcing, and coolant pipes bursting in the cockpit.

Table 6.6: Mecha Critical Hits

d%	Roll Effect(s)
01–15	Normal damage, crew dazed
16–35	Normal critical hit(x2), crew dazed
36–45	Normal critical hit(x2), mecha knocked prone
46–50	Severe critical hit(x3), crew dazed, mecha stunned
51–55	Severe critical hit(x3), mecha knocked prone
56–60	Crew hit (normal damage)
61–70	Normal damage, equipment damaged
71–80	Normal damage, equipment destroyed
81–90	Normal critical hit(x2), space damaged
91–100	Normal critical hit(x2), space destroyed

Normal Damage: The attack deals normal damage to the mecha's hull points and 1d6 wound points to the crewmembers and passengers. If the mecha has multiple cockpits randomly select one and everyone in it receives the damage.

Crew Dazed: Each crewmember aboard the mecha, must make a Fortitude (DC-25) or be dazed for 1 round. Unable to act, a dazed character can take no actions.

Normal Critical Hit: Double damage is scored for the attack against the mecha's hull points and 1d6 wound points to the crewmembers and passengers. If the mecha has multiple cockpits randomly select one and everyone in it receives the damage.

Mecha Knocked Prone: The force of the attack knocks the mecha prone. All crew members and passengers aboard take 1d6 hit points of damage as they are knocked about their cockpits. A prone mecha takes a –4 penalty on melee attack rolls and cannot use thrown ranged weapons. The mecha gains a +4 bonus to Armor Class against ranged attacks, but takes a –4 penalty to Armor Class against melee attacks. Standing up from prone is a move action that provokes an opportunity attacks.

Mecha Stunned: The mecha automatically drops what it is holding and can take no standard or move actions for 1 round. While the mecha is stunned, apply a

–2 penalty to the mecha operator’s Armor Class (even though the operator is not stunned).

Severe Critical Hit: Roll critical hit damage using an x3 multiplier instead of the weapon’s normal damage and cause 3d6 wound damage to the crewmembers and passengers. If the mecha has multiple cockpits randomly select one and everyone in it receives the damage.

Crew Hit: The attack bypasses the mecha’s armor and superstructure. Apply normal damage from the weapon to one crewmember or passenger (determined randomly) ignoring the mecha’s hardness. Treat the crew member or passenger as having a hardness of 0 for this instance.

Equipment Damaged: One piece of equipment (attacker’s choice) is damaged and ceases to function until repaired. It can be a flight system, sensor system, defense system, weapon (handheld or integrated), or miscellaneous system. Repairing a damaged system requires 1 hour of work and a successful Repair check (DC-20).

Equipment Destroyed: One piece of equipment (attacker’s choice) is destroyed and ceases to function. It can be a flight system, sensor system, defense system, weapon (handheld or integrated), or a miscellaneous system. A destroyed system cannot be repaired, only replaced.



Equipment Space Damaged: One of the mecha’s equipment space (attacker’s choice) is damaged. Any piece of equipment wholly or partially installed in that space will not function until the space is repaired. Repairing a damaged equipment space requires 1 hour of work and a successful Repair check (DC-25).

Equipment Space Destroyed: One of the mecha’s equipment spaces (attacker’s choice) is destroyed, along with any piece of equipment wholly or partially installed in it. Rebuilding a destroyed equipment space requires 12 hours of work and a successful Repair check (DC-30).

ATTACKING SMALL TARGETS

Any target that is not a mecha or starship that is at least one size smaller than the mecha is considered a small target. Small targets incur a -2 penalty on all attack rolls made against the target.

MAGICAL CREATURES

Table 6.7: Magical Creatures vs. Mecha

	Constructs	Dragons	Giants and Magical Beasts ¹
Hardness	DR + Realm’s Magic Level	DR + (2x Realm’s Magic Level)	DR + Realm’s Magic Level
Range for Magical Attacks	Multiply by Realm’s Magic Level	Multiply by Realm’s Magic Level	Multiply by Realm’s Magic Level
Penetration for Magical Attacks	Realm’s Magic Level	2x Realm’s Magic Level	Realm’s Magic Level
Penetration for Natural Attacks	½ Realm’s Magic Level	Realm’s Magic Level	½ Realm’s Magic Level
1- Includes undead, outsiders, and elementals			

Spell Casting: Spell casting for magical creatures in mecha combat is cast as if using the appropriate level of star chamber based on the highest level of spells known or memorized by the creature.

Wound Resistance: All creatures with a hardness or damage resistance of 10 or greater are considered hardened targets versus heavy weapons or mecha, and the damage does not go directly to wounds.

Rock Catching and Tail Swipe:

Large or bigger creatures with the rock catching, throwing, or

tail swipe ability can use it to defend against missiles and rockets. It provides a 30% chance to stop any incoming missiles.

ATTACKING SOFT TARGETS

Soft targets are defined in Neverwhen as any target that does not have a Deflection or Hardness score. Powered Armor and Force Fields are considered a Hardness of 0 (if they do not have one listed). If a soft target is struck by a mecha class weapon ½ the damage goes directly to wounds, unless it is an explosive weapon, in which case full damage goes to wounds.

INFANTRY SQUADS

Infantry normally fights in squads of 5-10 personnel and have a movement of 1 hex, and are all armed with similar weapons. There are two ways to determine the effects of infantry fire on mecha.

- 1) The gamemaster can roll individually for each infantryman.
- 2) Have them fire as a squad.

Having the infantry fire as a squad is very simple. For every third weapon fired in the squad, the critical threat range increase by one. In addition, every fourth weapon adds one to the critical confirmation roll. For example, a squad of 10 infantry would add +3 to their critical threat range and +2 to the critical confirmation roll. Notice this does not change the damage or penetration of the attack; the attacks still have to get past the mecha's hardness.

MOVEMENT AND COMBAT

Combat between mechas are conducted much as it is between characters. Characters operating mechas are simply much larger and stronger than they would otherwise be and they can wield truly frightening weapons. However, they still obey the essential rules of movement and combat. They still threaten squares within their reach, take move actions and attack actions, duck behind cover to gain a bonus to Armor Class, and so forth. In some respects, however, mecha movement and combat differs from character movement and combat. The following sections describe specific situations that arise when mechas maneuver and clash on the battlefield.

DRIVING, PILOTING, AND MOVEMENT

Mecha operators use the Pilot skill to operate their mecha on the ground, in the air, or in space.

In general, mecha operators don't need to make Pilot checks to steer their mecha around the battlefield. However, these skills may come into play in combat under the following circumstances:

- A mecha operator can oppose a trip attempt with a Pilot check after the attack makes a successful CMB strike. The DC is the total of the CMB attack.
- A mecha operator must make a Pilot check each time the mecha lands after flight.
- A successful Pilot check can pull a mecha out of a stall (see Flying Mecha).
- A character in a copilot cockpit can use the aid another action, making Pilot checks (as appropriate) to aid the Pilot checks of the mecha's operator.
- Any time the pilot uses a Crackerjack Neural Jack to perform a non-mecha feat.
- Each time a mecha take 50+ points of damage in a single attack.

The base DC for a Pilot test is 15 modified by the mecha speed and by Table 6.8: Piloting Test Modifiers.

Table 6.8: Piloting Test Modifiers

Item	Modifier
Damaged flight system	+4
Damaged sensor system	+2
Destroyed or no sensor system	+4
Each increment of 50 point of damage taken this round	+1
Landing in water	+3
Landing on rough terrain	+4
Pilot's wound level	-2 to -6
Speed of mecha	See mecha speed table

FLYING MECHA

The vehicle rules are entirely appropriate for ground cars and other normal modes of transportation. However, even a clumsy mecha is more maneuverable than a normal vehicle.

On the ground, mecha move as characters. They can turn at any time, move in any direction, and stop on a dime. In the air, though, they are more limited.

Most flying mecha have to slow down to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying mecha has a maneuverability rating, as shown on Table 6.9: Flight Maneuverability. A mecha's flight systems determine its maneuverability.

Minimum Forward Speed: If a flying mecha fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall does not bring the mecha to the ground, the operator must succeed at a Pilot check (DC-20) to recover. Otherwise, it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Fly Backward: The ability to fly backward.

Reverse: A mecha with good maneuverability uses up 50 feet of its speed to start flying backward.

Turn: The amount the flying mecha can turn after covering the stated distance.

Turn in Place: A mecha with good or average maneuverability can "spend" some of its speed to turn in place.

Maximum Turn: This is the amount that a mecha can turn in any one hex.

Up Angle: The angle at which the mecha can ascend.

Up Speed: How fast the mecha can ascend.

Down Angle: The angle at which the mecha can descend.

Down Speed: A flying mecha can descend at twice its normal flying speed.

Between Down and Up: An average, poor, or clumsy mecha must fly level for a minimum distance after descending and before ascending. Any flying mecha can begin descending after an ascent without an intervening distance.

Table 6.9: Flight Maneuverability					
Maneuver	Perfect	Good	Average	Poor	Clumsy
Minimum forward speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Fly backward	Yes	Yes	No	No	No
Reverse	Free	-50 ft.	—	—	—
Turn	Any	90°/50 ft.	45°/50 ft.	45°/50 ft.	45°/100 ft.
Turn in place	Any	+90°/50 ft.	+45°/50 ft.	No	No
Maximum turn	Any	Any	90°	45°	45°
Up angle	Any	Any	60°	45°	45°
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45°	45°
Down speed	Double	Double	Double	Double	Double
Between down and up	0 ft.	0 ft.	5 ft.	10 ft.	20 ft.

STOWING HANDHELD EQUIPMENT

Any piece of mecha designated as handheld can be stowed magnetically against the mecha or in a storage compartment as a move action. This frees up the hand to perform more delicate manipulation (such as opening a door or pressing a button) or to grab another piece of mecha equipment.

A mecha may have more pieces of equipment for its hands than it has hands available so it just can't use them all at once.

MINES AND MINEFIELDS

Minefields: Minefields have a rating from 1 to 20 (this is the density of the field). For each hex or 50' section that a mecha moves through a minefield roll a d20 if it is equal to or less than the density of the minefield it has encountered a mine.

These rules can also be used for non-mecha. For infantry make checks every 10'-20' at character scale depending on the terrain. For vehicles use the mecha distances.

The chance to detect a minefield is based on several factors; the size of the minefield, the speed of the observer, and how actively the observer is looking for the mines. The base DC for a Perception / Sense Operations check of detecting a well-hidden mine field is 40. From this first you subtract the field density. Then modify the DC by the highest detection factor for the mines in the field. Last but not least add the modifier for the targets speed. If they are purposely looking for the mines -4, moving ½ speed -2, Normal -0, moving fast +2, or moving at a breakneck speed +4.

A light mine field has a rating of 5-8, normal is 8-12, and a dense minefield has a density of 15-18.

Mines: Individual mines have a base detection factor, damage value, penetration, and area of effect.

The base detection factor is a bonus added to the stealth/disguise check to conceal the minefield. The damage value is the base damage that the mine does when it detonates. Penetration is the amount of hardness the damage passes through and area of effect is how large of an explosion is created by the mine.

REPAIRS AND REPAIR PRICE

Repairing battle damage is a time consuming process and can be very expensive. In some cases particularly with the lighter mecha it is cheaper to just scrap the mecha than to repair it. Below are the rules for repairing battle damage.

Emergency Hull Repairs: Repairing hull damage to a mecha takes at least a full hour of work and a mechanical shop, electronics shop, or some other suitable facility (without the shops, a character takes a -4 penalty to Repair check for each missing shop). At the end of every hour, make a Repair check and compare the result to the Table 6.10: Emergency Hull Repair table. A number of hull points is repaired equal to the value on the table plus any operational damage control systems. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the mecha's hull points.

Table 6.10: Emergency Hull Repair	
Result	Hull Points Repaired
20-24	2d6+4
25-29	2d8+4
30-34	3d8+6
35+	4d8+8

Repairing Critical Hits: Jury-rigged repairs of critically hit systems only last until the combat is over. Longer term repairs can be made but they are difficult and time consuming.

Repairing a critically hit system requires a Repair check (DC-25) and requires 4 hours. These repairs require access to a mechanical shop, electronics shop, or some other suitable facility (without the shops, a character takes a -4 penalty to Repair check for each missing shop).

These repairs are essentially clever engineering tricks bypassing damaged sections or cobbling together fragile replacements for the system. For this reason, anytime the mecha is in combat and a critical hit is threatened against the mecha there is a 25% chance the repaired critical hit breaks again. This repair lasts until final repairs are made.

FINAL REPAIRS

Repairs made in the field are only temporary fixes (unless magic, a nanite repair array or a portable repair shop is used). The true repairs must be done at a repair facility such as a repair yard. To calculate the price of repairing missing hull points, take the total damage taken in the battle and multiple the results by 500 credits. Critical hits cost 1% of the affected systems base price to repair.

A disabled mecha cost 1% of the mecha's price to repair.

For determining the price and weight of repair components, every 10 points of Hull weighs 200 pounds and price 500 credits.

To determine the amount of time required for repairs, total up the price of all of the repairs and divide the result by 1,000. The result is the number of work hours that are required for the repairs. Unless it is an emergency or a time of war, most repair facilities will only work for 10 hours in a day.



CHAPTER SEVEN:

SAMPLE MECHA

"Even if you are not shopping for a mecha or a combat vehicle, I recommended hitting one of the mecha bazaars, they are a sight to be seen. Dozens of brightly painted mecha all polished up ready for sale, sales people running about trying to make deals, food vendors... it is almost a carnival like atmosphere. They take place once a month at each of the 8 major arenas."

Sample Mecha Description

Listed below are several sample mecha and vehicles. Each of them are listed in a similar format using the following statistics.

ECL Bonus: This is the value added to the pilot's level when determining the party's level for balancing encounters.

Frame: This entry includes the frame size of the mecha; the type and the sub-frame type. (The size of the mecha in character scale).

Hull Points: This value represents the mecha's total hull points. Hull points are the damage a mecha can take. They represent not just the hull of the mecha but its internal systems, superstructure, etc.

Hardness: The protection afforded by the mecha's armor and superstructure. Hardness reduces the amount of damage the mecha takes from an attack.

Reflex Penalty: This is the modifier that is applied to all Reflex saves made by the pilot of the mecha.

Fortitude Penalty: This is the modifier that is applied to all Fortitude saves made by the pilot of the mecha.

Superstructure: The chief material used in the construction of the mecha's superstructure. The superstructure affects the hardness of the mecha.

Weight: This is the loaded weight of the Mecha.

Armor: The type of armor installed on the mecha. Armor directly affects the armor class, hardness, and reflex save of the mecha.

Base Armor Class: This is the armor class provided by the mecha, not including bonuses from piloting ranks or feats.

CMB/CMD: This is the mecha's base CMB and CMD values not including the pilots BAB or feats.

Maint. Cost: This is the monthly maintenance cost of the mecha given in credits. This fee must be paid of the performance of the mecha will deteriorate.

Strength (Bonus): This is the Strength of the mecha with the bonus provided by the Strength given in the parenthesis.

Character Scale Reach: This is the reach the mecha has while using the character (5-foot grid) scale.

Base Price: This is the price of the mecha without modifiers for availability. Price is given in credits.

Availability: This represents how difficult it is to locate and purchase the mecha.

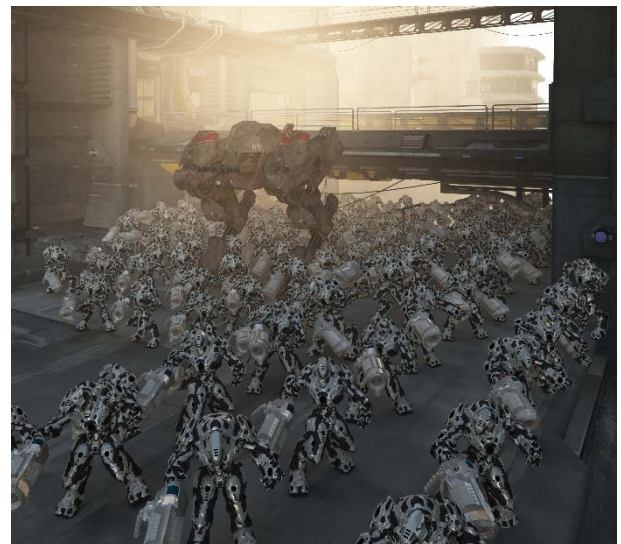
Character Scale Combat Space: This how much space the mecha takes up using character scale maps.

Locomotion: This is the types of Locomotion systems the mecha has installed. In parentheses is the speed the locomotion provides.

Power Plant/Power Units: This is the type of power plant installed in the Mecha. Which is followed by the number of power units produced by the power plant.

Sensors: This section will list all types of sensors installed on the mecha.

Weapon Systems: This section will list all weapons installed on the mecha.



Standard Equipment Package: The standard equipment found on the baseline model. Modifiers from equipment listed in this section have not been added into the totals.

Special Rules: Not all mecha will have this section. This section will include any special rules or conditions that apply for the unit.

Hazardous Material Walker (5t)

This is your standard hazardous material mecha used by emergency services and industrial facility. It provides protection to the pilot and, for extremely dangerous situations, can be controlled remotely.

HAZARDOUS MATERIAL WALKER	
ECL Bonus: +2	Frame: Light Civilian Mk 3 (Large)
Hull Points: 90	Hardness: 9
Reflex Penalty: -4	Fortitude Bonus: +2
Superstructure: Alumisteel	Weight: 17,020
Armor: Alumisteel	
Base Armor Class : +16 (+6 Armor, -1 Size, + 4 Shield)	
CMB/CMD: +15/19	Maint. Cost: 214 cr.
Strength (Bonus): 34 (+12)	Character Scale Reach: 2 squares (10 ft.)
Base Price/Availability: 214,400 cr. / 30	Character Scale Combat Space: 2 x 2
Locomotion: Pair of legs (4 Hexes)	
Power Plant/Power Units: Fuel Cells / 99,000 (6 Spaces)	
Sensors: Class I Sensors	
Standard Equipment Package	
AV Transmitter, Bulwark Tactical Shield, Cargo (1,100#), Cockpit (Pilot), Cockpit Armor (Mk 1), Comms (Basic), Life Support System, Robolink, Strength Upgrade (x2)	

The Rookie (5t)

The Rookie is any stripped down functional mecha used for the amateur night fights at an arena. They are cheap, easy to replace and are a great tool to find up and coming mecha jockeys. Listed below is your average model.

THE ROOKIE						
ECL Bonus: +4			Frame: Light Civilian Mk 0 (Large)			
Hull Points: 120			Hardness: 8			
Reflex Penalty: -4			Fortitude Bonus: +2			
Superstructure: Alumisteel			Weight: 8,615			
Armor: Duraplastic						
Base Armor Class : +15 (+2 Armor, -1 Size, +4 Shield)						
CMB/CMD: + 9/20			Maint. Cost: 111 cr.			
Strength (Bonus): 26 (+8)			Character Scale Reach: 12 2 squares (ft.)			
Base Price/Availability: 110,500 cr. / 24			Character Scale Combat Space: 2 x 2			
Locomotion: Pair of legs (6 Hexes)						
Power Plant/Power Units: Fuel Cells / 82,500 (5 Spaces)						
Sensors: None						
Weapon Systems						
#	System	DMG	Pen	Crit	RNG	Ammo

1	GAU-13 Gatling Gun	5d6+10	12	19+	3	200
1	Thunderbolt Shock Rod	3d10	5	20	---	---
Standard Equipment Package						
AV Transmitter, Bulwark Tactical Shield, Cockpit (Pilot), Comms (Basic), 18 remaining spaces						

Tiger Shark Mecha (5t)

The Tiger Shark mecha is part of the Terradyn Tiger Shark export weapons system. Which is designed to be a complete defense system for a colony or planet. Options include aerospace fighter, personal weapons, and mecha. The Tiger Shark mecha is a good all-purpose mecha suitable for most missions.

TIGER SHARK						
ECL Bonus: +7		Frame: Light Military Mk 0 (Large)				
Hull Points: 125		Hardness: 8				
Reflex Penalty: -4		Fortitude Bonus: +2				
Superstructure: Alumisteel		Weight: 12,385				
Armor: Duraplastic						
Base Armor Class : +15 (+2 Armor, -1 Size, +4 Shield)						
CMB/CMD: +11/18		Maint. Cost: 206 cr.				
Strength (Bonus): 30 (+8)		Character Scale Reach: 2 squares (10 ft.)				
Base Price/Availability: 206,000 cr. / 29		Character Scale Combat Space: 2 x 2				
Locomotion: Pair of legs (4 Hexes)						
Power Plant/Power Units: Fuel Cells / 82,500 (5 Spaces)						
Sensors: Class I Sensors						
Weapon Systems						
#	System	DMG	Pen	Crit	RNG	Ammo
1	M-53 Firestar Rocket Launcher	10d6	10	20	3	6
1	M-9 Barrage Chaingun	5d6	12	19+	2	200
1	PS-15 Panther Claws	2d6	5	18+	--	---
Standard Equipment Package						
Bulwark Tactical Shield, Cockpit (Pilot), Comms (Basic), Life Support System, Strength Increase (x2)						

Myrmidon (6t)

The Myrmidon primarily serves as a light infantry support mecha, replacing an armored vehicle on the battlefield. It has also proven effective in close-combat situations, particular in urban arenas.

MYRMIDON	
ECL Bonus: +7	Frame: Light, Paramilitary, Mk 0 (Large)
Hull Points: 100	Hardness: 12
Reflex Penalty: -5	Fortitude Bonus: +2
Superstructure: Duralloy	Weight: 15,653
Armor: Duralloy	
Base Armor Class : +20 (+5 Armor, -1 Size, +6 Shield)	
CMB/CMD: +11/16	Maint. Cost: 288 cr.
Strength (Bonus): 30 (+10)	Character Scale Reach: 2 squares (ft.)
Base Price/Availability:	Character Scale Combat

287,500 cr. / 31

Space: 2 x 2

Locomotion: Pair of legs (5 Hexes), Jet Pack (5 Hexes, Poor)

Power Plant/Power Units: Mecha eCell/ 120,000 (6 Spaces)

Sensors: Class II Sensors

Weapon Systems						
#	System	Dmg	Pen	Crit	Rng	Ammo
1	T-95 Cavalcade	7d6	12	19+	3	200
1	MA-70 Energy Mace (Handheld)	3d10	10	18+	---	20
Standard Equipment Package						
Bastion Tactical Shield, Cockpit(Pilot), Comms(Basic), Ejection Seat, Life Support System, Strength Increase (x2)						

Scourge (6t)

The Scourge assault mecha uses heavy weapons to disable enemy mecha and vehicles, and leaves them to a mop-up crew of traditional infantry. This frees up the assault mecha for more suitable tasks than disassembling captured ordnance.

SCOURGE	
ECL Bonus: +7	Frame: Medium, Military, Mk 4 (Huge)
Hull Points: 190	Hardness: 14
Reflex Penalty: -5	Fortitude Bonus: +4
Superstructure: Vanadium	Weight: 38,693
Armor: Duralloy	
Base Armor Class : +13 (+5 Armor, -2 Size)	
CMB/CMD: +14/18	Maint. Cost: 764 cr.
Strength (Bonus): 34 (+12)	Character Scale Reach: 3 x 3 square (ft.)
Base Price/Availability: 763,500 cr. / 35	Character Scale Combat Space: 3 x 3
Locomotion: Pair of legs (5 Hexes), Jet Pack (5 Hexes, Clumsy)	
Power Plant/Power Units: Mecha eCell / 280,000 (14 Spaces)	
Sensors: Class III Sensors	

Weapon Systems						
#	System	DMG	Pen	Crit	RNG	Ammo
1	Typhoon 240 Laser Cannon	10d6	10	19+	2	---
1	T-95 Cavalcade Chaingun	7d6	12	19+	3	300
1	M-53 Firestar Rocket Launcher	10d6	10	20	3	6
1	LK8 Armor Piercing Pike (Handheld)	4d10	18+	18+	---	---
Standard Equipment Package						
Cockpit (Pilot), Comms (Basic), Life Support System, LX-10 Anti-Shock Array						

Civilian Cargo Carrier (7t)

This is a generic civilian cargo carrier, designed to move large amounts of cargo over difficult terrain. With its large cargo capacity and stability on rough terrain it is very popular with exploration and mining companies. The

military model of the cargo carrier increases the armor and speed at the expense of cargo capacity.

CIVILIAN CARGO CARRIER	
ECL Bonus: +5	Frame: Heavy Civilian Mk 5 (Gargantuan)
Hull Points: 400	Hardness: 14
Reflex Penalty: -6	Fortitude Bonus: +6
Superstructure: Neovulcanium, External Mounts	
Weight: 96,800	
Armor: Duralloy	
Base Armor Class : +11 (+5 Armor, -4 Size)	
CMB/CMD: +28/32	Maint. Cost: 7,180 cr.
Strength (Bonus): 58 (+24)	Character Scale Reach: 3 squares (15 ft.)
Base Price/Availability: 357,100 cr. / 38	Character Scale Combat Space: 4 x 4
Locomotion: Four legs (3 Hexes)	
Power Plant/Power Units: Mecha eCells / 200,000 (10 Spaces)	
Sensors: Class III Sensors	
Standard Equipment Package	
Centaur, Cargo (22,300#), Cockpit (Pilot), Comms (Basic), LX-20 Anti-Shock Array, Strength Upgrade (x8)	



Katana Model 30 (7t)

The Katana Model 30 was designed from the start to be an in-close brawling mecha and it was given the speed to help getting to that range. The Katana is usually fighting at short ranges with its Tsunami 480 Plasma Cannon and X-13 Rapid Fire Missile Launcher or in melee combat using the MA-82 Energy Sword. The Katana Model 30 works best with supporting mecha that can give long range covering fire.

KATANA MODEL 30	
ECL Bonus: +13	Frame: Heavy, Military, Mk 3 (Gargantuan)
Hull Points: 560	Hardness: 19
Reflex Penalty: -6	Fortitude Bonus: +6
Superstructure: Neutronite	Weight: 67,150
Armor: Crystal Carbon	
Base Armor Class : +20 (+6 Armor, -4 Size, +8 Shield)	

CMB/CMD: +20/24	Maint. Cost: 3,485 cr.
Strength (Bonus): 42 (+16)	Character Scale Reach: 3 squares (15 ft.)
Base Price/Availability: 3,485,000 cr. / 38	Character Scale Combat Space: 4 x 4
Locomotion: Pair of legs (5 Hexes), Thruster Boots (6 Hexes, Good), Vectored Thrusters	
Power Plant/Power Units: Mecha eCells / 400,000 (20 Spaces)	

Sensors: Class V Sensors

Weapon Systems							
#	System	DMG	Pen	Crit	RNG	ROF	Ammo
1	MA-82 Energy Sword	7d10	10	19+	---	---	---
1	Tsunami 480 Plasma Cannon	7d10+5	20	19+	3	SS	---
1	X-13 Rapid Fire Missile Launcher	3d10	5	19+	1	B3, A1	50

Standard Equipment Package							
Advanced Diagnostics, Barricade Tactical Shield, Cockpit (Pilot), Comms (Basic), Delphi Defense (Mk 3), Point Defense System, Star Chamber (Alpha), Surveyor Array							

Manticore (7t)

The Manticore is a flying quadrupedal assault mecha designed to take out enemy infantry units with a hailstorm of large-caliber shells. The Manticore has a special appendage; a tail that incorporates a deadly Chrysanthemum Laser Array and XJ-A Python Electro-Whip.

MANTICORE	
ECL Bonus: +8	Frame: Medium, Military, Mk 5 (Huge)
Hull Points: 350	Hardness: 15
Reflex Penalty: -6	Fortitude Bonus: +4
Superstructure: Neovulcanium	Weight: 57,420
Armor: Neovulcanium	
Base Armor Class : +14 (+6 Armor, -2 Size)	
CMB/CMD: +14/17	Maint. Cost: 3,376 cr.
Strength (Bonus): 34 (+12)	Character Scale Reach: 2 squares (10 ft.)
Base Price/Availability: cr. 3,376,000 / 45	Character Scale Combat Space: 3 x 3
Locomotion: Quad Legs (6 Hexes), Thruster Boost (4 Hexes, Good), Vectored Thrust	
Power Plant/Power Units: Mecha eCell / 300,000 (15 Spaces)	

Sensors: Class IV Sensors

Weapon Systems							
#	System	DMG	Pen	Crit	RNG	ROF	Ammo
1	Chrysanthemum Laser Array	10d10	15	19+	3/3	SS	1 Int.
1	PS-25 Tiger Claws	8d8	10	18+	---	---	---
3	NT HB20 Heavy Bolt Machinegun	9d6	9	18+	3	SA, B5, A1	200@
1	XJ-A Python	4d10	12	19+	---	---	---

Electro-Whip							
Standard Equipment Package							
Quadrupedal, Replace Hands with Claws, Additional Manipulator (Special Use Gripper, XJ-A Python Electro-Whip), Cargo (100#), Cockpit (Co-Pilot), Cockpit (Pilot), Comms (Advanced), Comms (Basic), Ejection Seat (x2), Point Defense System, Star Chamber (Gamma), Weapons Link (x2, NT HB20 Heavy Bolt Machineguns)							

Tempest (7t)

The Tempest is a heavy support mecha. It is designed to work alongside tanks and other heavy armored vehicles, or as the centerpiece of smaller mecha platoons.

TEMPEST	
ECL Bonus: +14	Frame: Heavy, Military, Mk 3 (Gargantuan)
Hull Points: 610	Hardness: 19
Reflex Penalty: -6	Fortitude Bonus: +6
Superstructure: Neutronite	Weight: 68,590
Armor: Crystal Carbon	
Base Armor Class : +20 (+6 Armor, -4 Size, +8 Shield)	
CMB/CMD: +20/24	Maint. Cost: 1,356 cr.
Strength (Bonus): 42 (+16)	Character Scale Reach: 3 squares (15 ft.)
Base Price/Availability: cr. 1,356,200 / 41	Character Scale Combat Space: 4 x 4
Locomotion: Pair of legs (4 Hexes), Jet Pack (4 Hexes, Poor, Jet Assist Wings)	
Power Plant/Power Units: Mecha eCell / 400,000 (20 Spaces)	
Sensors: Class IV Sensors, Oracle Targeting System (x2, Mk 3)	

Weapon Systems							
#	System	DMG	Pen	Crit	RNG	ROF	Ammo
1	Tsunami 480 Plasma Cannon	7d10+15	20	19+	3	SS	---
1	M-87 Talon Missile Launcher	9d10	15	19+	180	SS	4 Int.
1	XJ-A Python Electro-Whip	6d10	12	19+	---	---	---

Standard Equipment Package							
Barricade Tactical Shield, Cockpit (Co-pilot), Cockpit (Pilot), Cockpit Armor (Mk 1, x2), Comms (Basic), Delphi Defense Suite (Mk 2), HV-5 Haven Escape Pod (Both cockpits), Life Support System (x2), Space Skin, Structural Enhancement (+50 hp), Zero-G Stabilizer							

Arena: Guns and Rockets (8t)

This mecha is designed for combat in an arena setting it a typical example of a mecha for a guns and rockets only event.

GUNS AND ROCKETS	
ECL Bonus: +12	Frame: Heavy, Military, Mk 5 (Gargantuan)
Hull Points: 700	Hardness: 20
Reflex Penalty: -7	Fortitude Bonus: +6

Superstructure: Megatanium	Weight: 109,560
Armor: Reactive	
Base Armor Class : +19 (+5 Armor, -4 Size, +8 Shield)	
CMB/CMD: +20/22	Maint. Cost: 4,295 cr.
Strength (Bonus): 42 (+16)	Character Scale Reach: 3 squares (15 ft.)
Base Price/Availability: 4,295,250 cr. / 40	Character Scale Combat Space: 4 x 4
Locomotion: Pair of legs (6 Hexes)	
Power Plant/Power Units: Mecha eCells / 1,000,000 (50 Spaces)	
Sensors: Class III Sensors, Oracle Targeting System (x2, Mk 3)	

Weapon Systems							
#	System	DMG	Pen	Crit	RNG	ROF	Ammo
2	M-105 Energy Rocket Launcher	10d6	18	18+	3	SS	6
1	M-300 Rhino Mass Cannon	8d12	18	18+	5	SS	100
Standard Equipment Package							
Barricade Tactical Shield, Cockpit (Pilot), Cockpit Armor (Mk 3), Comms (Basic), Improved Point Defense System, Nano-Repair Unit, Structural Enhancement (x2), Weapons Link (M-105 Energy Rocket Launchers)							

Arena: Guns Only (8t)

The Shootist is a gunfighting monstrosity with 8 GAU-19 Avengers it is bound to get everyone's attention in the arena. Specifically designed for gun only arena combats the Shootist can also be a rather effective mecha outside the arena.

GUNS ONLY "THE SHOOTIST"	
ECL Bonus: +24	Frame: Extra-Heavy, Military, Mk 4 (Colossal)
Hull Points: 1,100	Hardness: 22
Reflex Penalty: -9	Fortitude Bonus: +8
Superstructure: Megatanium	Weight: 335,100
Armor: Megatanium	
Base Armor Class : +17 (+7 Armor, -8 Size, +8 Shield)	
CMB/CMD: +28/29	Maint. Cost: 13,554 cr.
Strength (Bonus): 50 (+20)	Character Scale Reach: 3 squares (15 ft.)
Base Price/Availability: 13,554,250 cr. / 45	Character Scale Combat Space: 6 x 6
Locomotion: Pair of legs (6 Hexes)	
Power Plant/Power Units: Mecha eCells / 3,040,000 (152 Spaces)	
Sensors: Class III Sensors, Oracle Targeting Systems (x9, Mk 2)	

Weapon Systems							
#	System	DMG	Pen	Crit	RNG	ROF	Ammo
8	GAU-19 Avenger	4d12+8	12	19+	3	B10, A2	500@
1	M-300 Rhino Mass Cannon	8d12	18	18+	5	SS	200
Standard Equipment Package							
AV Transmitter, Barricade Tactical Shield, Cockpit							

(Pilot), Cockpit Armor (Mk 2), Comms (Basic), Crackerjack Neural Link (Mk 3), Ejection Seat, Grand Defender Energy Field (x4, 100 pt.), Life Support System, Magelar (Mk 2), Star Chamber (Gamma), Weapons Links (x8, All GAU-19 Avengers)
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Arena: Swordsman (8t)

The Swordsman is a typical example of a melee dedicated arena mecha. It is tough, quick and strong all assets in melee combat.

MELEE ONLY "SWORDSMAN"	
ECL Bonus: +16	Frame: Extra-Heavy, Paramilitary, Mk IV (Colossal)
Hull Points: 900	Hardness: 22
Reflex Penalty: -9	Fortitude Bonus: +8
Superstructure: Megatanium	Weight: 268,100
Armor: Megatanium	
Base Armor Class : +17 (+7 Armor, -8 Size, +8 Shield)	
CMB/CMD: +38/39	Maint. Cost: 491 cr.
Strength (Bonus): 70 (+30)	Character Scale Reach: 3 squares (15 ft.)
Base Price/Availability: 8,059,000 cr. / 41	Character Scale Combat Space: 6 x 6
Locomotion: Pair of legs (5 Hexes)	
Power Plant/Power Units: Mecha eCells / 2,000,000 (100 Spaces)	
Sensors: Class III Sensors	

Weapon Systems							
#	System	DMG	Pen	Crit	RNG	ROF	Ammo
1	RP-91 Reaper Laser Scythe (Handheld)	10d10	15	18+	---	---	20
2	NT VB-11 Vibro Blade (Handheld)	8d12	20	18+	---	---	20
Standard Equipment Package							
Barricade Tactical Shield, Cockpit (Pilot), Comms (Basic), Crackerjack Neural Link (Mk 3), Delphi Defense Suite (Mk 2), Ejection Seat, LX-20 Anti-Shock Array, Nano-Repair Unit, Strength Upgrade (x10)							

Chameleon Long Range Scout (8t)

The Chameleon Long Range Scout is an advanced scout mecha used throughout the realms. It is very popular due to its field endurance, it can spend four times as long in the field as most scout mechas. The advance communications and sensor suites installed make it popular with more than the military. Exploration and science groups also find use of the Chameleon.

CHAMELEON LONG RANGE SCOUT	
ECL Bonus: +9	Frame: Light, Military, Mk 5 (Large)
Hull Points: 150	Hardness: 20
Reflex Penalty: -6	Fortitude Bonus: +2
Superstructure: Megatanium, External Mounts	Weight: 25,590

Armor: Reactive
Base Armor Class : +20 (+5 Armor, -1 Size, +6 Shield)
CMB/CMD: +9/15 **Maint. Cost:** 1,132 cr.
Strength (Bonus): 26 **Character Scale Reach:** 2 (+8) squares (10 ft.)
Base Price/Availability: **Character Scale Combat** cr. 1,132,000 / 50 **Space:** 2 x 2
Locomotion: Pair of legs (7 Hexes)
Power Plant/Power Units: Mecha eCell / 200,000 (10 Spaces)
Sensors: Class VI Sensors

Weapon Systems							
#	System	DMG	Pen	Crit	RNG	ROF	Ammo
1	Typhoon 240 Laser Cannon (Handheld)	10d6	10	19+	2	SS	---
1	NT VD-18 Vibro Dagger (Handheld)	2d8	20	18+	---	---	---
Standard Equipment Package							
Bastion Tactical Shield, Cargo Space (200#), Cloaking Screen (Mk 3), Cockpit (Pilot, Large), Comms (Advanced), Comms (Basic), Ejection Seat, Enhanced Power Supply (x4), Magnetic Feet, Stealth Suite, Surveyor Array							

Lord Marshal, Mk I (8t)

This design from the Manzala Arms Corporation is renowned for durability and firepower. Armed with two M-87 Talon Missile Launchers and two Longshot Mass Driver it is effective at all ranges. The roughly egg shaped body of the Lord Marshal Mk I is further enhanced by a Gamma Star Chamber which gives it both magic protection and punch.

LORD MARSHAL, MK I							
ECL Bonus: +23		Frame: Extra-Heavy, Military, Mk 5 (Colossal)					
Hull Points: 1,175		Hardness: 22					
Reflex Penalty: -9		Fortitude Bonus: +8					
Superstructure: Megatanium		Weight: 197,130					
Armor: Megatanium							
Base Armor Class : +9 (+7 Armor, -8 Size)							
CMB/CMD: +28/31		Maint. Cost: 11,690 cr.					
Strength (Bonus): 50 (+20)		Character Scale Reach: 3 squares (15 ft.)					
Base Price/Availability: 11,689,500 cr. / 45		Character Scale Combat Space: 6 x 6					
Locomotion: Pair of legs (2 Hexes)							
Power Plant/Power Units: Mecha eCell / 660,000 (33 Spaces)							
Sensors: Class IV Sensors, Oracle Targeting System (x2, Mk 3)							

Weapon Systems							
#	System	DMG	Pen	Crit	RNG	ROF	Ammo
2	Longshot Mass Driver	9d10	20	18+	5		60 Each
2	M-87 Talon Missile Launchers	9d10	15	19+	180		8 Each
Standard Equipment Package							

Hands replaced with Longshot Mass Drivers, Cockpit (Pilot), Comms (Advanced), Comms (Basic), Crackerjack Neural Link (Mk 3), Grand Defender Energy Field (x8, 200 Pts), HV-5 Haven Escape Pod, Improved Point Defense System, Life Support System, Space Skin, Star Chamber (Gamma), Structural Enhancement, Weapons Link (Longshots Mass Drivers), Weapons Link (M-87 Talons Missile Launchers)

Paragon (8t)

Nothing less than a mobile weapons platform, the Paragon dominates any battlefield and can lay waste to entire armies. In space, it can fight toe-to-toe with armed starships.

PARAGON							
ECL Bonus: +18		Frame: Extra-Heavy, Military, Mk 4 (Colossal)					
Hull Points: 1,100		Hardness: 22					
Reflex Penalty: -9		Fortitude Bonus: +8					
Superstructure: Megatanium		Weight: 162,190					
Armor: Megatanium							
Base Armor Class : +17 (+7 Armor, -8 Size, +8 Shield)							
CMB/CMD: +28/29		Maint. Cost: 8,210 cr.					
Strength (Bonus): 50 (+20)		Character Scale Reach: 3 squares (15 ft.)					
Base Price/Availability: 8,210,000 cr. / 50		Character Scale Combat Space: 6 x 6					
Locomotion: Pair of legs (3 Hexes), Thruster Boots (4 Hexes, Poor)							
Power Plant/Power Units: Mecha eCell / 680,000 (34 Spaces)							
Sensors: Class VI Sensors							

Weapon Systems							
#	System	DMG	Pen	Crit	RNG	ROF	Ammo
1	Naval Laser Cannon 7t	4d10+30	8	20	5	1:3	---
1	MA Corsair Plasma Cutlass	Varies	15	20	---	---	30
1	M-122 Energy Missile Launcher	10d8	18	18+	180	SS	4 Int.
1	NT IR-5 Infrared Blaster Cannon	6d12	12	19+	1	SA	---
Standard Equipment Package							
Barricade Tactical Shield, Cockpit (Joined, Pilot, Co-Pilot), Comms(Basic), HV-5 Haven Escape Pod, Improved Point Defense System, Life Support System, Light Fortifications, Magnetic Feet, Nano-Repair Unit, Space Skin, Star Chamber (Gamma), Zero-G Stabilizer							

Arena: Bare Hands Boxer (9t)

This mecha is an example of the mecha designed for the no weapons arena fights. It is the top of the line for that style of fighting, for a more common mecha remove the medium fortification.

BARE HANDS BOXER							
ECL Bonus: +22				Frame: Assault, Paramilitary, Mk 4 (Colossal II)			
Hull Points: 2,000				Hardness: 24			
Reflex Penalty: -11				Fortitude Bonus: +10			
Superstructure: Duratanium				Weight: 395,138			
Armor: Ablative							
Base Armor Class : +9 (+7 Armor, -16 Size, +8 Shield)							
CMB/CMD: +45/47				Maint. Cost: 15,290 cr.			
Strength (Bonus): 68 (+29)				Character Scale Reach: 4 squares (20 ft.)			
Base Price/Availability: 15,290,000 cr. / 45				Character Scale Combat Space: 8 x 8			
Locomotion: Pair of legs (7 Hexes)							
Power Plant/Power Units: OIF / 4,000,000 (100 Spaces)							
Sensors: Class III Sensors							
Weapon Systems							
#	System	DMG	Pen	Crit	RNG	ROF	Ammo
1	Claws	4d8	12	20	---	---	---
Standard Equipment Package							
Barricade Tactical Shield, Cockpit (Pilot), Cockpit Armor (Mk 3), Comms (Basic), Crackerjack Neural Link (Mk 3), Delphi Defense Suite (Mk 3), Ejection Seat, Hand Replaced with Claws, Medium Fortification, Strength Upgrade (x5), Structural Enhancement (x3)							

Tasmanian Devil Scout Mecha (9t)

The Tasmanian Devil is named after a house deity of one of the Manzala Council. This fast moving scout mecha is famous for only being visible as an approaching dust cloud. Between the Tasmanian Devil's low profile and high speeds it is hard to hit in combat, and its sensors make it very effective at scouting. So all around a very effective mecha.

TASMANIAN DEVIL SCOUT MECHA							
ECL Bonus: +13				Frame: Medium Military Mk 5 (Huge)			
Hull Points: 350				Hardness: 24			
Reflex Penalty: -4				Fortitude Bonus: +4			
Superstructure: Duratanium				Weight: 68,200			
Armor: Ablative							
Base Armor Class : +23 (+7 Armor, -2 Size, +8 Shield)							
CMB/CMD: +14/19				Maint. Cost: 2,945 cr.			
Strength (Bonus): 34 (+12)				Character Scale Reach: 2 squares (10 ft.)			
Base Price/Availability: 2,945,000 cr. / 45				Character Scale Combat Space: 3 x 3			
Locomotion: Pair of legs (12 Hexes), Inductors (16 Hexes)							
Power Plant/Power Units: OIF / 1,000,000 (25 Spaces)							
Sensors: Achilles Targeting System, Class VII Sensors							
Weapon Systems							
#	System	DMG	Pen	Crit	RNG	ROF	Ammo
1	MA-60 Pulse Gun	6d12	12	18+	8	SA,A1	50

	(Handheld)						
1	NT VD-18 Vibro Dagger (Handheld)	4d8	20	18+	---	---	20
Standard Equipment Package							
Advanced Diagnostics, Barricade Tactical Shield, Cockpit (Pilot), Comms (Basic), Crackerjack Neural Jack (Mk 3), Enhanced Power Supply (x4), Life Support System, Stealth Suite, Surveyor Array							

VTF-102 Vindicator (9t)

The VTF-102 Vindicator is a high-tech multi-phasic mecha with two forms. The first form is that of an extra-heavy mecha and the second is that of an aerospace fighter. The Vindicator can change forms as a full round action, during which no other actions may be taken aboard the Vindicator.

The mecha form of the Vindicator is armed with a devastating Naval Rail Gun, the Y-10 Rapid Fire Talon II, and the powerful MA Corsair Plasma Cutlass giving it well rounded firepower.

VTF-102 VINDICATOR – MECHA FORM							
ECL Bonus: +16			Frame: Extra-Heavy, Military, Mk 5 (Colossal)				
Hull Points: 1,125			Hardness: 24				
Reflex Penalty: -7			Fortitude Bonus: +8				
Superstructure: Duratanium, Multi-Phasic			Weight: 188,145				
Armor: Ablative							
Base Armor Class : +9 (+7 Armor, -8 Size)							
CMB/CMD: +16/21			Maint. Cost: 21,551 cr.				
Strength (Bonus): 50 (+20)			Character Scale Reach: 3 square3 (15 ft.)				
Base Price/Availability: 21,551,000 cr. / 45			Character Scale Combat Space: 6 x 6				
Locomotion: Pair of legs (6 Hexes), Gravitic Flight System (8 Hexes, Good)							
Power Plant/Power Units: OIF / 1,800,000 (45 Spaces)							
Sensors: Class VII Sensors, Oracle Targeting System (Mk 3)							
Weapon Systems							
#	System	DMG	Pen	Crit	RNG	ROF	Ammo
1	9t Naval Rail Gun	(1d100+40) x2	40	17+	14	1:2	100
1	Y-10 Rapid Fire Talon II	9d10	15	19+	120	SA, B3	6
1	MA Corsair Plasma Cutlass	Varies	15	20	---	---	30
Standard Equipment Package							
Multi-Phasic (Aerospace Fighter Form), Cockpit (Pilot, Large), Comms (Advanced), Comms (Basic), Crackerjack Neural Link (Mk III), Extra Magazine Y-10 Rapid Fire Talon II, HV-5 Haven Escape Pod, Improved Nano-Repair Unit, Improved Point Defense System, Life Support System, Space Skin, Star Chamber (Gamma),							

Vocalizer, Zero-G Stabilizer

VTF-102a Vindicator – Fighter Form

This is the VTF-102 Vindicator's fighter form. In this form it is much faster and the avionics are improved. Due to the Gravitic drives the Vindicator can hover with no problems and can even operate underwater.

VTF-102A VINDICATOR – FIGHTER FORM

ECL Bonus: +16	Frame: Extra-Heavy, Military, Mk 5 (Colossal)
Hull Points: 1,125	Hardness: 24
Reflex Penalty: -7	Fortitude Bonus: +8
Superstructure: Duratanium, Multi-Phasic	Weight: 277,645
Armor: Ablative	
Base Armor Class : +9 (+7 Armor, -8 Size)	
CMB/CMD: +---/21	Maint. Cost: --- cr.
Locomotion: Gravitic Flight System (12 Hexes, Good)	
Power Plant/Power Units: OIF / 4,000,000 (100 Spaces)	
Sensors: Class VII Sensors, Oracle Targeting System (Mk5)	

Weapon Systems							
#	System	DMG	Pen	Crit	RNG	ROF	Ammo
1	9t Naval Rail Gun	1d100+40	20	20	7	1:2	100
1	Y-10 Rapid Fire Talon II	9d10	15	19+	120	SA, B3	6

Standard Equipment Package

Multi-Phasic (Aerospace Fighter Form), Cockpit (Pilot, Large), Comms (Advanced), Comms (Basic), Crackerjack Neural Link (Mk III), Extra Magazine Y-10 Rapid Fire Talon II, HV-5 Haven Escape Pod, Improved Nano-Repair Unit, Improved Point Defense System, Life Support System, Space Skin, Star Chamber (Gamma), Vocalizer, Zero-G Stabilizer

Lord Marshal, Mk II (10t)

This is an upgrade to the Lord Marshal Mk I. It takes the already potent mecha and turns it into a weapons platform. The Mk II is heavily armed and well defended with an Omega Starchamber and a Displacer. The crew of three allows for multiple systems to be operated simultaneously. In addition to all of the firepower, the Mk II is also designed for space operations, where it performs quite well in the anti-boarding role.

LORD MARSHAL, MK II

ECL Bonus: +32	Frame: Assault, Military, Mk 5 (Colossal II)
Hull Points: 2,500	Hardness: 32
Reflex Penalty: -13	Fortitude Bonus: +10
Superstructure: Nanofluidic, External Mounts	Weight: 376,128
Armor: Advanced Adaptive	
Base Armor Class : +12 (+10 Armor, -16 Size, +8 Shield)	
CMB/CMD: +40/40	Maint. Cost: 99,793 cr.

Strength (Bonus): 58 (+24) **Character Scale Reach:** 4 squares (20 ft.)

Base Price/Availability: 99,792,500 cr. / 55 **Character Scale Combat Space:** 8 x 8

Locomotion: Pair of legs (3 Hexes), Improved Gravitic Flight System (4 Hexes, Good)

Power Plant/Power Units: OIF / 2,000,000 (50 Spaces)

Sensors: Class VII Sensors

Weapon Systems							
#	System	DMG	Pen	Crit	RNG	ROF	Ammo
2	10t Naval Rail Gun	1d100+50	22	20	7	1:2	100@
2	MA RM-126 Multi-Fire Micro Ion Torpedo	120	20	18+	4	B3	18@
2	Z-80 VRF Rail Gun	7d10+30	12	19+	8	B10, A3	500@

Standard Equipment Package

Advanced Nano-Repair Unit, Barricade Tactical Shield, Cockpit Armor (Mk 3, x3), Comms (Advanced), Comms (Basic), Crackerjack Neural Link (Mk 3, Pilot), Displacer, Heavy Fortification, HV-5 Haven Escape Pod, Improved Point-Defense System, Joint Cockpit (Pilot, 2 Gunners), Life Support, Magnetic Feet, Space Skin, Star Chamber (Omega), Weapons Link (RM-126 Ion Torpedoes), Weapons Link (10t Naval Railguns), Weapons Link (Z-80 VRF Rail Guns), Zero-G Stabilizer

Battle Lord (10t/5)

Meant to be a military unit's center piece on the battlefield. The Battle Lord is more than just a combat mecha, it is also a communications hub. Its Starship Class Mass Transceiver keeps the ground forces in constant contact with anyone on any ships in the system. That said it is no slouch in combat, it can defend itself and dish out some damage.

BATTLE LORD

ECL Bonus: +36	Frame: Assault, Military, Mk 5 (Colossal II)
Hull Points: 2,500	Hardness: 30
Reflex Penalty: -13	Fortitude Bonus: +10
Superstructure: Nanofluidic, External Mounts	Weight: 403,702
Armor: Advanced Adaptive	
Base Armor Class : +4 (+10 Armor, -16 Size)	
CMB/CMD: +40/40	Maint. Cost: 75,333 cr.
Strength (Bonus): 58 (+24)	Character Scale Reach: 4 squares (20 ft.)
Base Price/Availability: 75,332,700 cr. / 62	Character Scale Combat Space: 8 x 8
Locomotion: Pair of legs (3 Hexes)	
Power Plant/Power Units: Synchratic Enhanced+ / 1,750,000 (50 Spaces)	
Sensors: Achilles Targeting System (x4), Class VII Sensors	

Weapon Systems							
#	System	DMG	Pen	Crit	RNG	ROF	Ammo

1	A3X Dragon Flamer	4d6	8	20	2/3	SS	10
1	Kali Tesla Cannon	8d6	---	---	1/3	SS	5
4	MA-120 Heavy Railgun	11d12+30	22	19+	10	SS	50@
2	NT HB 20 Heavy Bolt Machine Gun	9d6	9	18+	3	SA, B5, A1	500@
1	RP-91 Reaper Scythe (Handheld)	12d10	15	18+	---	---	---
Standard Equipment Package							
Advanced Nano-Repair Unit, Alpha Strike System, Cockpit (Co-Pilot), Cockpit (Pilot), Comms (Advanced), Comms (Basic), Crackerjack Neural Link (x2, Mk 3), Delphi Defense Suite (Mk 5), Grand Defender Energy Field (x4, 100 Pts), Heavy Fortification, Improved Point Defense System, Life Support System, LX-20 Anti-Shock Array, Nano Ammunition Generation Unit, Oracle Targeting Systems (x4, Mk 4), Space Skin, Star Chamber (Omega), Starship Class-Mass Transceiver, Valiant Defender Deflection Field (Mk V), Weapons Link (x3, MA-120s)							

SONS OF BALIL MECHA

These mecha are the kind typically used by the Sons of Balil. It is not unusual for them to be loaned or sold to any servant races or groups. For these mecha the power plant becomes Enhanced Negative Syncratic.

These servant races normally have a contingent of Balil drones that maintain the mecha and make sure they aren't tampered with.

Balil usually send out mixed patrols of mecha such as a pair of Lights backed up by a Medium or a Heavy. These patrols can range up to 100 miles away from a Balil controlled base.



Balil Light Mecha (6t/Special)

This is the lightest of the Sons of Balil mechas. It is normally assigned to patrolling, scouting, and infantry

support missions. In combat situations it will normally work in groups of 3-5 supported by 1-2 heavier mecha.

BALIL LIGHT MECHA

ECL Bonus: +9	Frame: Light, Military, Mk 5 (Large)
Hull Points: 150	Hardness: 12
Reflex Penalty: -5	Fortitude Bonus: +2
Superstructure: Vanadium	Weight: 25,808
Armor: Duralloy	
Base Armor Class : +20 (+5 Armor, -1 Size, + 6 Shield)	
CMB/CMD: +9/14	Maint. Cost: --- cr.
Strength (Bonus): 26 (+8)	Character Scale Reach: 2 squares (10 ft.)
Base Price/Availability: N/A	Character Scale Combat Space: 2 x 2
Locomotion: Pair of legs (7 Hexes), (Jet Pack 8 Hexes, Clumsy), Afterburner	
Power Plant/Power Units: Soul Cell / 300,000	
Sensors: Class III Sensors	

Weapon Systems							
#	System	DMG	Pen	Crit	RNG	ROF	Ammo
2	MA-82 Energy Swords (Handheld)	3d10	10	19+	---	---	20
1	Typhoon 240 Laser Cannon	10d6	10	19+	2	SS	---

Standard Equipment Package						
Bastion Tactical Shield, Cockpit (Pilot), Comms (Basic), Crackerjack Neural Link (Mk 1), LX-10 Anti-Shock Array, Oracle Targeting System (Mk 2), Self-Destruct System, Stealth Suite						

Special Rules						
Soul Cell: The Sons of Balil use a unique technology to power their robots: soul energy. They drain this energy from living prisoners. With a soul cell charged on living energy, the Sons of Balil produce robots that can operate in any realm that life can exist.						

Balil Medium Mecha (7t/Special)

This is a fairly common mecha. Its most common missions are supporting the light mecha squads and urban combat. The medium mecha can also be encountered operating in small groups on their own, performing search and destroy, or scout in force missions.

BALIL MEDIUM MECHA	
ECL Bonus: +11	Frame: Medium, Military, Mk 5 (Huge)
Hull Points: 350	Hardness: 19
Reflex Penalty: -5	Fortitude Bonus: +4
Superstructure: Neutronite	Weight: 74,320
Armor: Crystal Carbon	
Base Armor Class : +22 (+6 Armor, -2 Size, + 8 Shield)	
CMB/CMD: +14/18	Maint. Cost: --- cr.
Strength (Bonus): 34 (+12)	Character Scale Reach: 2 squares (10 ft.)
Base Price/Availability: N/A	Character Scale Combat Space: 3 x 3
Locomotion: Pair of legs (6 Hexes), Thruster Boots (7 Hexes, Perfect), Jet Assist Wings, Vectored Thrusters	

Power Plant/Power Units: Soul Cell / 708,000							
Sensors: Class VII Sensors							
Weapon Systems							
#	System	DMG	Pen	Crit	RNG	ROF	Ammo
1	Tsunami 480 Plasma Cannon	7d10+5	20	19+	3	SS	---
1	X-13 Rapid Fire Missile Launcher	3d10	5	19+	1	B3, A1	50
1	XJ-A Python Electro-Whip (Handheld)	4d10	12	19+	---	---	20
Standard Equipment Package							
Barricade Tactical Shield, Cockpit (Pilot), Comms (Basic), Crackerjack Neural Link (Mk 1), Self-Destruct System, Star Chamber (Alpha)							
Special Rules							
Soul Cell: The Sons of Balil use a unique technology to power their robots: soul energy. They drain this energy from living prisoners. With a soul cell charged on living energy, the Sons of Balil produce robots that can operate in any realm that life can exist.							

Balil Heavy Mecha (8t/Special)

This is the most commonly encountered Son of Balil mecha. It is used on its own or in groups of 2-15. On lower technology worlds the heavy mechas will operate in pairs to suppress any resistance and on more advanced worlds they may be found in groups as large as 10 or 15.

BALIL HEAVY MECHA							
ECL Bonus: +14				Frame: Heavy, Military, Mk 5 (Gargantuan)			
Hull Points: 600				Hardness: 22			
Reflex Penalty: -7				Fortitude Bonus: +6			
Superstructure: Megatanium				Weight: 89,140			
Armor: Megatanium							
Base Armor Class : +21 (+7 Armor, -4 Size, +8 Shield)							
CMB/CMD: +20/23				Maint. Cost: --- cr.			
Strength (Bonus): 42 (+16)				Character Scale Reach: 3 squares (15 ft.)			
Base Price/Availability: N/A				Character Scale Combat Space: 4 x 4			
Locomotion: Pair of legs (6 Hexes), Tri-Star Wheels (5 Hexes)							
Power Plant/Power Units: Soul Cell / 885,000							
Sensors: Class VII Sensors, Oracle Targeting System (Mk 4)							
Weapon Systems							
#	System	DMG	Pen	Crit	RNG	ROF	Ammo
1	MA TM-20 Micro Ion Torpedo	120	16	18+	4	SS	6
1	M-122 Energy Missile Launcher	10d8	18	18+	180	SS	4 Int.
1	NT IR-5 Infrared Blaster Cannon	6d12	12	19+	1	SA	---
2	NT VB-11 Vibro	6d12	20	18+	---	---	---

Blade							
Standard Equipment Package							
Barricade Tactical Shield, Cockpit (Pilot), Comms (Basic), Crackerjack Neural Link (Mk 3), Extra Reload (MA TM-20 Micro Ion Torpedo), Improved Point-Defense System, Self-Destruct System, Surveyor Array, Valiant Defender Deflection Field (Mk 3), Vocalizer							
Special Rules							
Soul Cell: The Sons of Balil use a unique technology to power their robots: soul energy. They drain this energy from living prisoners. With a soul cell charged on living energy, the Sons of Balil produce robots that can operate in any realm that life can exist.							

Balil Extra-Heavy Mecha (9t/Special)

The Balil Extra-Heavy Mecha is an all-purpose mecha designed to lead heavy mecha in major operations. Usually found with groups of 3-5 heavy mecha or light mecha they make a good compliment to any unit of mecha.

BALIL EXTRA-HEAVY MECHA							
ECL Bonus: +22			Frame: Extra-Heavy, Military, Mk 5 (Colossal)				
Hull Points: 1,125			Hardness: 24				
Reflex Penalty: -7			Fortitude Bonus: +8				
Superstructure: Duratanium			Weight: 168,463				
Armor: Ablative							
Base Armor Class : +17 (+7 Armor, -8 Size, +8 Shield)							
CMB/CMD: +28/31			Maint. Cost: --- cr.				
Strength (Bonus): 50 (+20)			Character Scale Reach: 3 squares (15 ft.)				
Base Price/Availability: N/A			Character Scale Combat Space: 6 x 6				
Locomotion: Pair of legs (4 Hexes), Gravitic Flight System (5 Hexes, Good)							
Power Plant/Power Units: Soul Cell / 1,003,000							
Sensors: Class VII Sensors, Oracle Targeting System (Mk 2, x2)							
Weapon Systems							
#	System	DMG	Pen	Crit	RNG	ROF	Ammo
1	Blazer 600 Plasma Cannon	10d12+20	24	19+	5	SS	---
2	MA Corsair Plasma Cutlass	Special	15	20	---	---	30
1	Y-10 Rapid Fire Talon II	9d10	15	19+	120	SA, B3	6 Int.
Standard Equipment Package							
Barricade Tactical Shield, Cargo (400#, 4x Surveillance Drones), Cockpit (Joined, Pilot, 2xCo-pilot), Comms (Basic), Crackerjack Neural Link (Mk 3, x3), Delphi Defense Suite (Mk 3), Extra Reload (Y-10 Rapid Fire Talon II, x3), Grand Defender Energy Field (x6, 150 Pts), Improved Nano-Repair Unit, Improved Point Defense System, Magnetic Feet, Nano Ammunition Generation Unit (Talon II Missiles), Self-Destruct System, Star Chamber (Gamma), Zero-G Stabilizer							
Special Rules							

Soul Cell: The Sons of Balil use a unique technology to power their robots: soul energy. They drain this energy from living prisoners. With a soul cell charged on living energy, the Sons of Balil produce robots that can operate in any realm that life can exist.

Balil Assault Mecha (10t/Special)

The Balil Assault mecha is the smallest mecha a true Son of Balil would pilot, and even then it would be under protest during an emergency situation. This mecha carries devastating firepower backed up by formidable armor, an Omega Star Chamber, and a Grand Defender Energy Field making it very tough nut to crack.

BALIL ASSAULT MECHA

ECL Bonus: +36	Frame: Assault, Military, Mk 5 (Colossal II)
Hull Points: 2,500	Hardness: 32
Reflex Penalty: -13	Fortitude Bonus: +10
Superstructure: Nanofluidic	Weight: 347,963
Armor: Advanced Adaptive	Base Armor Class : +15 (+4)
Base Armor Class : +4 (+10)	Armor, -16 Size)
CMB/CMD: +40/40	Maint. Cost: --- cr.
Strength (Bonus): 58 (+24)	Character Scale Reach: 4 squares (20 ft.)
Base Price/Availability: N/A	Character Scale Combat Space: 8 x 8
Locomotion: Pair of legs (3 Hexes)	
Power Plant/Power Units: Soul Cell / 1,750,000	
Sensors: Achilles Targeting System (x3), Class VIII Sensors, Oracle Targeting System (x2, Mk 4)	

Weapon Systems							
#	System	DMG	Pen	Crit	RNG	ROF	Ammo
1	MA Corsair Plasma Cutlass	Varies	15	20	---	---	30
1	MA RM-126 Multi-Fire Micro Ion Torpedo	120	20	18+	4	B3	6
2	MA-120 Heavy Railguns	11d12+30	22	19+	10	SS	10
Standard Equipment Package							
Advanced Nano-Repair Unit, Cockpit (Joint, Pilot, 2xCo-Pilot), Comms (Basic), Crackerjack Neural Link (Mk 3, x3), Delphi Defense Suite (Mk 5), Extra Reloads (MA RM-126 Multi-Fire Micro Ion Torpedo, x2), Extra Reloads (MA-120 Heavy Railguns, x1@), Grand Defender Energy Field (x10, 250 Pts), Heavy Fortification, Improved Point Defense System, Self-Destruct System, Star Chamber (Omega)							
Special Rules							
Soul Cell: The Sons of Balil use a unique technology to power their robots: soul energy. They drain this energy from living prisoners. With a soul cell charged on living energy, the Sons of Balil produce robots that can operate in any realm that life can exist.							



CHAPTER EIGHT:

MECHA DESIGN

"As I mentioned before, Cirrus VII does have its own mecha construction facilities." With a wave of her hand the room darkens and a vast hologram of an industrial complex appears. "You can tell from the hologram there is a lot of moving parts involved with the construction and modification of mecha. It should not be taken lightly when you decide to modify your mecha. For one thing, it tends to be expensive." She says with a grin.

Mecha

mech•a /'mekə/

noun

A large armored robot, typically controlled by a person riding inside the robot itself. These machines vary greatly in size and shape, but are distinguished from vehicles by their humanoid or biomorphic appearance.

Designing a mecha should not be taken lightly. From a roleplaying element very few characters should have access to building a mecha from the ground up, this is usually done by large design teams over many months of hard work and testing. Most characters will use these rules to customize their mecha or to build an "off the shelf" model. The Gamemaster should feel free to let the players go as crazy as they like with the design rules.

Mechas can be found in societies of tech level 5 or higher.

Mechas come in many shapes and sizes. The frame of a mecha determines how maneuverable it is. It also determines the amount of damage it can take and how agile it is. In addition to the frame of a mecha, the frame type of the mecha determines the type of equipment that can be installed.

There are three types available for a mecha: Civilian, Paramilitary, and Military.

Civilian frames are the least robust and are not designed for combat. They tend to have lower hull points and spaces than any of the other frames. Civilian hulls are only able to use 20% of the available space in the frame for the installation of weapons.

Paramilitary hulls are a step up from the civilian hulls. They are the hull type most commonly used by raiders and adventurers. A paramilitary frame will have more hull points and a spaces than the equivalent sized civilian hull. Paramilitary frames are able to use 40% of their hull space for the installation of weapons. These types of frames tend to be restricted in most realms to special licenses. The licenses are routinely issued to adventuring companies and security firms.

Military frames are the toughest frames available for mecha. They have many more hull points and a greater quantity of spaces than any of the other frame types. In addition, they are able to use 60% of the spaces in their

frame for the installation of weapons. These frames are highly restricted. Usually only found in dedicated military or mercenary outfits or on occasion licensed to adventuring companies. It is very rare indeed that they are allowed in cities when a war is not going on.

Changing the Power Base

The majority of mechas created in the Neverwhen universe will be of a technologically base with some magic thrown in. It is very easy to change the power base to Magic, Psionics, or even Faith. The function of an item will still be the same. For example, to move a mecha, you need a power source of some sort. So you can use the values listed in the locomotion section, then describe them in a way that fits your campaign. For example, in a divine campaign the locomotion system could be a holy relic that requires a daily ritual be performed to activate it to allow the mecha to function. The only limitation is the imagination of the gamemaster and the players.

Process of Designing a Mecha

- 1) Select Frame
- 2) Select Superstructure
- 3) Select Power Plant
- 4) Select Armor
- 5) Select Additional Locomotion
- 6) Select Sensors
- 7) Select Weapons
- 8) Select Miscellaneous Equipment
- 9) Calculate Secondary Traits
- 10) Calculate Creature Rating Bonus

1. MECHA FRAME

Mecha frames come in Light, Medium, Heavy, Extra-Heavy, and Assault sizes. A mecha's size determines how many equipment spaces (places where weapons and additional equipment can be installed) it has, and how well it measures up in combat.

The size of your pilot also effects the size of frame your mecha can have. The frame of the mecha must be at least one size larger than that of the pilot. For example, a normal human is size medium so they can use a light mecha. Whereas a Lyzinti is a large creature and could not pilot anything smaller than a medium mecha. The maximum occupancy for a frame is 6 of one size smaller than the mecha size.

In addition to the Frame size the Mark level of the mecha determines the base availability, hull points, price, spaces and frame weight. Each level or mark represents increases in the customization of the mecha. Mark 0 mecha are off the assembly line standard models, Mark 5 mecha are

user friendly customized models complete with red racing strips and fuzzy dice.

Tech Level: This is the tech level at which the component becomes available.

Size: This is an indication of just how big the mecha is. The size of the mecha determines the CMB/CMD Modifier, AC/Ref Penalty, Fort Bonus, etc.

CMB/CMD Modifier: This is the amount that the mechas CMB/CMD are modified by the size of the mecha.

AC / Ref. Penalty: Due to the size and bulkiness of mecha they impart a penalty to Armor Class and Reflex saves.

Fort. Bonus: The fortitude bonus represents the systems that are built into the mecha to protect the pilot and passengers.

Base Frame Weight: The mecha's base frame weight in pounds.



Base Price: The frame price of the mecha without armor, weapons, and other equipment. Prices are listed in credits.

Availability: This represents how difficult it is to locate and purchase the piece of equipment.

Spaces: Spaces are used to indicate the amount of equipment that can be installed in the mecha.

Hull Points: This is an indication of how tough the mecha is in combat.

Light Mechas

Essentially big suits of armor, Light mechas excel in urban battlefields and starship boarding actions. They can move through buildings and corridors to find the enemy. Light mecha are the easiest to operate. However, they can't carry the intense array of weapons that bigger mecha can, nor are they as strong or durable. Light mecha become available at tech level 5. Light mecha vary in height from 8 to 16 feet tall and count as large creatures.

Combat Statistics: A Light mecha has an effective Strength score of 26(+8).

A Light mecha has a single slam attack that deals 1d8 points of damage (plus the mecha's Strength modifier). Its reach is 2 squares (10 feet) in character scale. Its combat space in character scale is 2 squares by 2 squares (10 feet by 10 feet).

Equipment Spaces: The number of spaces a Light mecha has for installing equipment is based on the type of frame.

Table 8.1: Hull Points and Spaces for Light Civilian Frame

	Mark					
	0	1	2	3	4	5
Tech Level	5	5	5	5	5	6
Size	Large					
CMB/CMD Modifier	+1	+1	+1	+1	+1	+1
AC Penalty	-1	-1	-1	-1	-1	-1
Ref. Penalty	-1	-1	-1	-1	-1	-1
Fort. Bonus	+2	+2	+2	+2	+2	+2
Base Frame Weight	1,650	2,000	2,310	2,640	3,000	3,300
Base Price	17,000	20,400	23,800	34,000	51,000	85,000
Availability	11	13	15	17	19	21
Spaces	40	42	44	46	48	50
Hull Points	75	80	85	90	95	100

Table 8.2: Hull Points and Spaces for Light Paramilitary Frame

	Mark					
	0	1	2	3	4	5
Tech Level	5	5	5	5	5	6
Size	Large					
CMB/CMD Modifier	+1	+1	+1	+1	+1	+1
AC Penalty	-1	-1	-1	-1	-1	-1
Ref. Penalty	-1	-1	-1	-1	-1	-1
Fort. Bonus	+2	+2	+2	+2	+2	+2
Base Frame Weight	1,650	2,000	2,310	2,640	3,000	3,300
Base Price	22,000	26,400	30,800	44,000	66,000	110,000
Availability	13	15	17	19	21	23
Spaces	50	53	55	58	60	63
Hull Points	100	105	110	115	120	125

Table 8.3: Hull Points and Spaces for Light Military Frame

	Mark					
	0	1	2	3	4	5
Tech Level	5	5	5	5	5	6
Size	Large					
CMB/CMD Modifier	+1	+1	+1	+1	+1	+1
AC Penalty	-1	-1	-1	-1	-1	-1
Ref. Penalty	-1	-1	-1	-1	-1	-1
Fort. Bonus	+2	+2	+2	+2	+2	+2
Base Frame Weight	1,650	2,000	2,310	2,640	3,000	3,300
Base Price	28,000	33,600	37,200	56,000	84,000	140,000
Availability	15	17	19	21	23	25
Spaces	60	63	66	69	72	75
Hull Points	125	130	135	140	145	150

Vessel Spaces: A light mecha have 0 vessel spaces available.

Medium Mechas

Common weapons on the futuristic battlefield, Medium mechas offer a solid balance between price, agility, and sheer bulk. They perform well in any combat environment, but they favor locations with some variation in terrain. In the wide-open desert or depths of outer space, they can fall prey larger mecha. Medium mecha become available at tech level 6. Medium mecha vary from 16 to 32 feet in height and count as a Huge creature.

Combat Statistics: Medium mechas have an effective Strength score of 34(+12).

A Medium mecha has a single slam attack that deals 2d6 points of damage (plus the mecha's Strength modifier). Its reach is 2 squares (10 feet) in character scale. Its combat space in character scale is 3 squares by 3 squares (15 feet by 15 feet).

Equipment Spaces: The number of spaces a Medium mecha has for installing equipment is based on the type of frame.

Table 8.4: Hull Points and Spaces for Medium Civilian Frame

	Mark					
	0	1	2	3	4	5
Tech Level	6	6	6	6	6	7
Size	----- Huge -----					
CMB/CMD Modifier	+2	+2	+2	+2	+2	+2
AC Penalty	-2	-2	-2	-2	-2	-2
Ref. Penalty	-1	-1	-1	-1	-1	-1
Fort. Bonus	+4	+4	+4	+4	+4	+4
Base Frame Weight	3,000	3,565	4,160	4,750	5,350	6,000
Base Price	26,000	31,200	36,400	52,000	78,000	130,000
Availability	16	18	20	22	16	31
Spaces	80	84	88	92	96	100
Hull Points	150	160	170	180	190	200

Table 8.5: Hull Points and Spaces for Medium Paramilitary Frame

	Mark					
	0	1	2	3	4	5
Tech Level	6	6	6	6	6	7
Size	----- Huge -----					
CMB/CMD Modifier	+2	+2	+2	+2	+2	+2
AC Penalty	-2	-2	-2	-2	-2	-2
Ref. Penalty	-1	-1	-1	-1	-1	-1
Fort. Bonus	+4	+4	+4	+4	+4	+4
Base Frame Weight	3,000	3,565	4,160	4,750	5,350	6,000
Base Price	33,000	39,600	52,800	66,000	99,000	165,000
Availability	18	20	22	24	28	33
Spaces	100	105	110	115	120	125
Hull Points	200	210	220	230	240	250

Table 8.6: Hull Points and Spaces for Medium Military Frame

	Mark					
	0	1	2	3	4	5
Tech Level	6	6	6	6	6	7
Size	----- Huge -----					
CMB/CMD Modifier	+2	+2	+2	+2	+2	+2
AC Penalty	-2	-2	-2	-2	-2	-2
Ref. Penalty	-1	-1	-1	-1	-1	-1
Fort. Bonus	+4	+4	+4	+4	+4	+4
Base Frame Weight	3,000	3,565	4,160	4,750	5,350	6,000
Base Price	42,000	50,400	58,800	84,000	126,000	210,000
Availability	20	22	24	26	30	35
Spaces	120	126	132	138	144	150
Hull Points	250	270	290	310	330	350

Vessel Spaces: A Medium mecha has the capability to install up to 10% their total spaces with starship equipment at double the normal price. Treat as a Diminutive hull for size requirements.

Quadrupedal Mecha

Mechas can be built with four legs instead of two. A quadrupedal mecha sacrifices versatility for added speed and stability. Its base land speed increases by 2 hexes (100 feet), and it gains a +4 stability bonus on checks made to resist bull rush and trip attempts.

Centaur Mecha

Centaur mecha are a variant of the quadrupedal mecha. In addition to being built with four legs the mecha has a full humanoid torso complete with two arms and a head. Centaur mecha follow all of the rules for a quadrupedal mecha. The price and weight of the armor, frame, and superstructure of the mecha is doubled. In addition the availability of the armor, frame, and superstructure are increased by +10. The total amount of spaces available to the mecha is increased by +50%. The depth and width of the mecha are increased to the maximum for their frame size, the mecha is considered to completely fill its combat space.

Heavy Mechas

Heavy mechas are highly experimental in tech level 6 societies, but quite common at tech level 7. Units of this size are titans of the battlefield, able to destroy almost anything they can hit. Heavy mechas are common in outer space environments but are often too expensive and unwieldy for planet-based missions. Heavy mechas vary from 32 to 64 feet in height and counts as a Gargantuan creature.

Combat Statistics: Heavy mechas have an effective Strength score of 42(+16).

A Heavy mecha has a single slam attack that deals 2d8 points of damage (plus the mecha's Strength modifier). Its reach is 3 square (15 feet) in character scale. Its combat space in character scale is 4 squares by 4 squares (20 feet by 20 feet).

Equipment Spaces: The number of spaces a Heavy mecha has for installing equipment is based on the type of frame.

Table 8.7: Hull Points and Spaces for Heavy Civilian Frame

	Mark					
	0	1	2	3	4	5
Tech Level	7	7	7	7	7	8
Size	----- Gargantuan -----					
CMB/CMD Modifier	+4	+4	+4	+4	+4	+4
AC Penalty	-4	-4	-4	-4	-4	-4
Ref. Penalty	-2	-2	-2	-2	-2	-2
Fort. Bonus	+6	+6	+6	+6	+6	+6
Base Frame Weight	5,000	6,000	7,000	8,000	9,000	10,000
Base Price	39,000	46,800	54,600	78,000	117,000	195,000
Availability	18	20	22	24	29	34
Spaces	160	168	176	184	192	200
Hull Points	300	320	340	360	380	400

Table 8.8: Hull Points and Spaces for Heavy Paramilitary Frame

	Mark					
	0	1	2	3	4	5
Tech Level	7	7	7	7	7	8
Size	----- Gargantuan -----					
CMB/CMD Modifier	+4	+4	+4	+4	+4	+4
AC Penalty	-4	-4	-4	-4	-4	-4
Ref. Penalty	-2	-2	-2	-2	-2	-2
Fort. Bonus	+6	+6	+6	+6	+6	+6
Base Frame Weight	5,000	6,000	7,000	8,000	9,000	10,000
Base Price	50,000	60,000	70,000	100,000	150,000	250,000
Availability	20	22	24	26	31	26
Spaces	200	210	220	230	240	250
Hull Points	40	42	44			
	0	0	0	460	480	500


Table 8.9: Hull Points and Spaces for Heavy Military Frame

	Mark					
	0	1	2	3	4	5
Tech Level	7	7	7	7	7	8
Size	----- Gargantuan -----					
CMB/CMD Modifier	+4	+4	+4	+4	+4	+4
AC Penalty	-4	-4	-4	-4	-4	-4
Ref. Penalty	-2	-2	-2	-2	-2	-2
Fort. Bonus	+6	+6	+6	+6	+6	+6
Base Frame Weight	5,000	6,000	7,000	8,000	9,000	10,000
Base Price	63,000	75,600	88,200	126,000	189,000	315,000
Availability	22	24	26	28	33	38
Spaces	240	252	264	276	288	300
Hull Points	500	520	540	560	580	600

Vessel Spaces: A Heavy mecha has the capability to install up to 10% their total spaces with starship equipment at double the normal price. Treat as a Tiny hull for size requirements.

Extra-Heavy Mechas

Extra-Heavy mecha do not exist in tech level 6 societies and are rare sights even at tech level 7. Only at tech level 8 do they leave the experimental stage and enter the battlefield in respectable numbers. Massive juggernauts, Extra-Heavy mechas represent the epitome of futuristic warfare, with firepower sufficient to destroy starships or level entire city blocks. They typically serve as mobile artillery and walking weapon platforms. Extra-Heavy mechas vary in height from 64 to 128 feet and counts as a Colossal creature.

Combat Statistics: Extra-Heavy mechas have an effective Strength score of 50 (+20). An Extra-Heavy mecha has a single slam attack that deals 4d6 points of damage (plus the mecha's Strength modifier). Its reach is 3 squares (15 feet) in character scale. Its combat space in character scale is 6 squares by 6 squares (30 feet by 30 feet).

Equipment Spaces: The number of spaces an Extra-Heavy mecha has for installing equipment is based on the type of frame.

Table 8.10: Hull Points and Spaces for Extra-Heavy Civilian Frame

	Mark					
	0	1	2	3	4	5
Tech Level	8	8	8	8	8	9
Size	----- Colossal -----					
CMB/CMD Modifier	+8	+8	+8	+8	+8	+8
AC Penalty	-8	-8	-8	-8	-8	-8
Ref. Penalty	-4	-4	-4	-4	-4	-4
Fort. Bonus	+8	+8	+8	+8	+8	+8
Base Frame Weight	8,250	10,000	11,550	13,200	15,000	16,500
Base Price	78,000	93,600	109,200	156,000	234,000	390,000
Availability	21	23	25	29	36	41
Spaces	320	336	352	368	384	400
Hull Points	600	625	650	675	700	725

Table 8.11: Hull Points and Spaces for Extra-Heavy Paramilitary Frame

	Mark					
	0	1	2	3	4	5
Tech Level	8	8	8	8	8	9
Size	----- Colossal -----					
CMB/CMD Modifier	+8	+8	+8	+8	+8	+8
AC Penalty	-8	-8	-8	-8	-8	-8
Ref. Penalty	-4	-4	-4	-4	-4	-4
Fort. Bonus	+8	+8	+8	+8	+8	+8
Base Frame Weight	8,250	10,000	11,550	13,200	15,000	16,500
Base Price	100,000	120,000	140,000	200,000	300,000	500,000
Availability	23	25	27	31	38	43
Spaces	400	420	440	460	480	500
Hull Points	800	825	850	875	900	925

Table 8.12: Hull Points and Spaces for Extra-Heavy Military Frame

	Mark					
	0	1	2	3	4	5
Tech Level	8	8	8	8	8	9
Size	----- Colossal -----					
CMB/CMD Modifier	+8	+8	+8	+8	+8	+8
AC Penalty		-8	-8	-8	-8	-8
Ref. Penalty		-4	-4	-4	-4	-4
Fort. Bonus		+8	+8	+8	+8	+8
Base Frame Weight		8,250	10,000	11,550	13,200	15,000
Base Price		128,000	153,600	179,200	256,000	384,000
Availability		25	27	29	33	40
Spaces		480	504	528	576	600
Hull Points		1,000	1,025	1,050	1,075	1,100

Vessel Spaces: An Extra-Heavy mecha has the capability to install up to 10% their total spaces with starship equipment at double the normal price. Treat as a Small hull for size requirements.

Assault Mechas

Assault mechas do not exist in tech level 7 societies and are rare sights even at tech level 8. Only at tech level 9 do they leave the experimental stage and enter the battlefield in respectable numbers. These colossal juggernauts are land battleships able to destroy small starships and level city blocks. Assault mechas vary in height from 128 to 256 feet and counts as a Colossal II creature.

Combat Statistics: Assault mechas have an effective Strength score of 58(+24). An Assault mecha has a single slam attack that deals 4d8 points of damage (plus the mecha's Strength modifier). Its reach is 4 squares (20 feet) in character scale. Its combat space in character scale is 8 squares by 8 squares (40 feet by 40 feet).

Equipment Spaces: The number of spaces an Assault mecha has for installing equipment is based on the type of frame.

Table 8.13: Hull Points and Spaces for Assault Civilian Frame

	Mark					
	0	1	2	3	4	5
Tech Level	9	9	9	9	9	10
Size	----- Colossal II -----					
CMB/CMD Modifier	+16	+16	+16	+16	+16	+16
AC Penalty	-16	-16	-16	-16	-16	-16
Ref. Penalty	-8	-8	-8	-8	-8	-8
Fort. Bonus	+10	+10	+10	+10	+10	+10
Base Frame Weight	13,200	15,000	18,480	21,120	23,760	26,400
Base Price	156,000	187,200	218,400	312,000	468,000	780,000
Availability	26	28	30	36	41	46
Spaces	640	672	704	736	768	800
Hull Points	1,200	1,250	1,300	1,350	1,400	1,450

Table 8.14: Hull Points and Spaces for Assault Paramilitary Frame

	Mark					
	0	1	2	3	4	5
Tech Level	9	9	9	9	9	10
Size	----- Colossal II -----					
CMB/CMD Modifier	+16	+16	+16	+16	+16	+16
AC Penalty	-16	-16	-16	-16	-16	-16
Ref. Penalty	-8	-8	-8	-8	-8	-8
Fort. Bonus	+10	+10	+10	+10	+10	+10
Base Frame Weight	13,200	15,000	18,480	21,120	23,760	26,400
Base Price	200,000	240,000	280,000	400,000	600,000	1 Mcr
Availability	28	30	32	38	43	48
Spaces	800	840	880	920	960	1,000
Hull Points	1,600	1,650	1,700	1,750	1,800	1,850

Table 8.15: Hull Points and Spaces for Assault Military Frame

	Mark					
	0	1	2	3	4	5
Tech Level	9	9	9	9	9	10
Size	----- Colossal II -----					
CMB/CMD Modifier	+16	+16	+16	+16	+16	+16
AC Penalty	-16	-16	-16	-16	-16	-16
Ref. Penalty	-8	-8	-8	-8	-8	-8
Fort. Bonus	+10	+10	+10	+10	+10	+10
Base Frame Weight	13,200	15,000	18,480	21,120	23,760	26,400
Base Price	256,000	307,200	358,400	512,000	768,000	1.28 Mcr
Availability	30	32	34	40	45	50
Spaces	960	1,008	1,056	1,104	1,152	1,200
Hull Points	2,000	2,100	2,200	2,300	2,400	2,500

Vessel Spaces: Assault mecha have the capability to install up to 10% their total spaces with starship equipment at double the normal price. Treat as a Medium hull for size requirements.

2. MECHA SUPERSTRUCTURE

A mecha's superstructure—its exoskeleton, interior braces, and other structural parts—can be made from any sufficiently advanced metal alloy. Whatever its composition,

a mecha's superstructure has a hardness that reduces the damage the mecha takes from weapons and collisions.

Different types of superstructure materials are presented below and summarized in Table 8.16: Superstructure Materials.

Hardness: The amount of damage the material absorbs from collisions, magic, and weapons.

Availability: This score represents how easy or difficult it will be to obtain the item.

Table 8.16: Superstructure Materials

Superstructure Material	Hardness	Availability/Price				
		Light	Medium	Heavy	Extra-Heavy	Assault
Alumisteel (5t)	6	11/7,000	15/21,000	19/70,000	31/140,000	35/280,000
Duralloy (6t)	8	15/21,000	19/70,000	23/210,000	35/420,000	39/840,000
Vanadium (6t)	10	19/70,000	23/210,000	17/700,000	39/1.4 Mcr	43/2.8 Mcr
Neovulcanium (7t)	10	15/21,000	19/70,000	23/210,000	35/420,000	39/840,000
Neutronite (7t)	14	19/70,000	23/210,000	17/700,000	39/1.4 Mcr	43/2.8 Mcr
Megatanium (8t)	16	15/21,000	15/21,000	23/210,000	35/420,000	39/840,000
Duratanium (9t)	18	21/50,000	23/100,000	15/200,000	35/400,000	39/800,000
Nanofluidic (10t)	20	25/80,000	27/160,000	29/320,000	37/620,000	41/1.24 Mcr

Alumisteel (5t)

This easy-to-acquire alloy is lightweight and reasonably strong. Alumisteel can also be used for armor (see Table 8.21: Mecha Armor).

Weight: Frame Weight

Duralloy (6t)

Duralloy is harder, heavier, and more durable than alumisteel. It can also be used to fashion armor (see Table 8.21: Mecha Armor).

Weight: 110% of Frame Weight

Vanadium (6t)

Vanadium alloy absorbs a respectable amount of damage and is easy to mold.

Weight: 120% of Frame Weight

Neovulcanium (7t)

Similar to duralloy, neovulcanium uses plasma-forging techniques to create an alloy of unparalleled resilience. Neovulcanium can also be used for armor (see Table 8.21: Mecha Armor).

Weight: 125% of Frame Weight.

Neutronite (7t)

Neutronite is a tough steel alloy into which a weave of free neutrons has been pressed. It is extremely resilient but also incredibly massive, weighing approximately five times more than a similar volume of lead.

Weight: 160% of Frame Weight.

Megatanium (8t)

Sandwiched layers of crystal carbon and neovulcanium held in a magnetic matrix, megatanium is exceedingly hard and durable. Megatanium can also be used for armor (see Table 8.21: Mecha Armor).

Weight: 150% of Frame Weight.

Price: This is the price of the component in credits.

Note: All mecha are considered to have a deflection of zero for determining the amount of damage taken from starship class weapons. (See *Neverwhen: Starships* chapter 6 for additional information.)

Duratanium (9t)

Sandwiched layers of megatanium held in a three-dimensional weave that greatly increases the hardness and durability of the material.

Weight: 135% of Frame Weight.

Nanofluidic (10t)

Consisting of a thick layer of gel-like fluid sandwiched in a neutronite structure, nanofluidic materials are "smart" materials: it concentrates at the point of impact to blunt physical blows and circulates around heat sources to dissipate energy. Nanofluidics can also be used for armor (see Table 8.21: Mecha Armor).

Weight: 110% of Frame Weight.

SUPERSTRUCTURE MODIFICATIONS

External Equipment Mounts (6t)

The external equipment mounts price is 100% of the frame and superstructure base prices. They weigh 1% of the frames weight; and increase the spaces available to the mecha by 50% (Round up, minimum increase of 20 spaces). The downside is that the mecha is more susceptible to critical hits. When a critical hit is scored on the mecha adds a +20% modifier to critical hits result roll. The availability of the external equipment mounts is equal to the availability of the superstructure. Only one set of external equipment mounts can be installed on a mecha.

Multi-Phasic Superstructure (7t)

A multi-phasic superstructure allows a mecha to transform into other vehicles. For example, a mecha may change from being a Huge robot into be a Huge fighter plane. The mecha maintains its size throughout the whole process.

The price and availability of the multi-phasic system is based on the number of forms the system is limited to.

Each form is set at time of construction. Each form is required to use 5% of their total spaces for the multi-phasic superstructure.

Equipment Spaces: 5% of Frame Spaces

Weight: 5% of Frame Weight

Table 8.17: Multi-Phasic Superstructure

Additional Forms	Price	Availability
1	25% of Superstructure	5+Superstructure
2	30% of Superstructure	5+Superstructure
3	35% of Superstructure	5+Superstructure
4	50% of Superstructure	10+Superstructure
5	75% of Superstructure	15+Superstructure

Table 8.18: Mecha Power Plants

	Fuel Cell (5t)	eCell (6t)	OIF (9t)	Syncratic+ (6s+)	Syncratic- (6s-)	Enhanced Syncratic+ (6s+)	Enhanced Syncratic- (6s-)
Power Units per Space	16,500	20,000	40,000	35,000	35,000	35,000	35,000
Weight per Space	10% Frame Weight	10% Frame Weight	10% Frame Weight	10% Frame Weight	10% Frame Weight	10% Frame Weight	10% Frame Weight
Price per Space	10% Frame Price	15% Frame Price	15% Frame Price	25% Frame Price	15% Frame Price	40% Frame Price	25% Frame Price
Availability	Frame Availability	Frame Availability	45	50	45	60	55

3. MECHA POWER PLANT

A mecha's power plant is its heart. It provides power for all systems. The power plant must be mounted in the torso of the mecha.

A mecha power plant can take up any amount of spaces up to the maximum for the mecha frame. Most mecha dedicate between 10 and 20 equipment spaces to their power plants. This allows them to have decent movement, while still allowing for weaponry and such to be installed.

Power Plants have the following statistics:

Power Units per Space: The amount of energy that is produced by the power plant per space.

Weight per Space: The weight, in pounds, of each space of the power plant.

Price per Space: The price of the power plant per space installed.

Availability: This represents how difficult it is to locate and purchase a component.

To install a mecha power plant from prepared components, a character must succeed at two Craft (Mecha Power Plant) checks (DC-30) after investing the requisite



amount of assembly time. Divide the power plant's power rating by 1,000 to determine the number of hours required. A character without an electronic and mechanical tool shop takes a -4 penalty on both skill checks. The character must also pay one-half the frame price.

Mecha Grade Power Plant – Fuel Cell (5t)

This is the lowest level of technology that provides enough raw power to operate a mecha. It consists of a two part hydrogen fuel cell that converts the hydrogen into raw horsepower.

The mecha fuel cells are good for 48 hours of combat operations, at which point the

cell must be refueled, at a price of 1/1000 of the power plant price.

Power Units per Space: 16,500

Weight per Space: 10% of Frame Weight

Price per Space: 10% of Frame Price

Availability: Frame Availability

Mecha Grade Power Plant – E-Cell (6t)

This is the most common power plant used by mecha. By tech level 6, mecha have become common enough that power plants are available in standard models. Some worlds even offer discounts for purchasing these standard models.

The mecha e-cells are good for 96 hours of combat operations, at which point the cell must be recharged, at a

price of 1/1000 of the power plant price or by a combat recharging unit.

Power Units per Space: 20,000

Weight per Space: 10% of Frame Weight

Price per Space: 15% of Frame Price

Availability: Frame Availability

OIF Power Plant - (9t)

OIF or Oxygen Inert Fusion power plants are the pinnacle of tech level 9. OIF systems use a rare element that gives off radiation while in a vacuum but become inert if any gases are present. This is a perfect power supply for mecha; it is powerful and safe.

Due to the high drain on the OIF system it will provide power for 96 hours of combat operations, at which point the cell must be refueled, at a price of 1/1000 of the power plant price and an availability of 25.

Power Units per Space: 40,000

Weight per Space: 10% Frame Weight

Price per Space: 15% Frame Price

Availability: 45

Multi-Spectrum Enhancement (PL Special)

A mecha's power plant can be modified to operate in several power bases. The Multi-Spectrum Power Source supports 2, 3, or 4 power bases. The power levels of the Multi-Spectrum Power Source are equal to the highest tech level of the mecha.

Equipment Spaces: 10 per power base.

Price: 2 power bases: 100,000 cr. + 20% of Power Plant

Price 3 power bases: 250,000 cr. + 30% of Power Plant

Price and 4 power bases: 500,000 cr. + 50% of Power Plant Price.

Availability: 30/35/40

Weight: +10% of power plants weight per power base.

Syncratic Power Source (6 s+/-)

Syncratic power sources can operate in any realm that has at least one power level that is equal to or greater than the Syncratic power level. The mecha's tech level is equal the highest level of equipment installed.

Table 8.19: Syncratic Power Source

Power Source	Power Units	Weight Per Space	Price Per Space	Availability	Notes
Syncratic +	35,000	10% Frame Weight	25% Frame Price	50	
Syncratic -	35,000	10% Frame Weight	15% Frame Price	45	Requires Constitution point to be temporarily spent every 48 hours to operate the mecha.
Enhanced Syncratic +	35,000	10% Frame Weight	40% Frame Price	60	Power level of the mecha is reduced by half (round up).
Enhanced Syncratic -	35,000	10% Frame Weight	25% Frame Price	55	Requires Constitution point to be temporarily spent every 48 hours to operate the mecha. Power level of the mecha is reduced by half (round up).

Table 8.20 : Syncratic-Negative Drain

Mecha Size	Constitution Drain
Light	1
Medium	2
Heavy	3
X-Heavy	4
Assault	5

4. MECHA ARMOR

Armor can be welded or otherwise fixed securely to a mecha's superstructure, providing a bonus to the mecha's Armor Class and Hardness.

Installing armor on a mecha requires a Repair check with a DC = to ½ the Availability of the armor (minimum of 20). The check is made after investing an amount of time determined by the mecha's size and hardness. Multiply the hardness bonus of the armor by the following values: Light 3 hours, Medium 6 hours, Heavy 12 hours, X-Heavy 24 hours and Assault 48 hours. Armor can be removed in half the time with a successful Repair check (DC-25). The armor

cannot have a higher technology level than that of the builder.

Different types of mecha armor are presented below, along with the following statistics:

Armor Bonus: The bonus that the armor provides to the mecha's Armor Class.

Hardness Bonus: The bonus that the armor provides to the mecha's Hardness.

Ref. Penalty: Due to the size and bulkiness of mecha's armor it imparts a penalty to Reflex saves.

Price: The price of the armor.

Availability: This score represents how easily or difficult it will be to obtain the item.

Table 8.21: Mecha Armor

	Armor Bonus	Hardness Bonus	Reflex Penalty	Weight	Price	Avail
Alumisteel (5t)	+3	+3	-3	Frame Weight	7,000 + 50% Frame Price	20
Duraplastic (5t)	+2	+2	-2	90% Frame Weight	3,500 + 50% Frame Price	15
Duralloy (6t)	+5	+4	-4	110% Frame Weight	7,000 + 50% Frame Price	20
Resilium (6t)	+4	+3	-2	105% Frame Weight	3,500 + 50% Frame Price	30
Crystal Carbon (7t)	+6	+5	-4	Frame Weight	10,000 + 50% Frame Price	30
Neovulcanium (7t)	+6	+5	-5	120% Frame Weight	7,000 + 40% Frame Price	20
Megatanium (8t)	+7	+6	-5	145% Frame Weight	7,000 + 50% Frame Price	20
Reactive (8t)	+5	+4	-3	130% Frame Weight	7,000 + 25% Frame Price	30
Ablative (9t)	+7	+6	-3	120% Frame Weight	10,000 + 50% Frame Price	32
Nanofluidic (10t)	+10	+9	-5	Frame Weight	20,000 + 50% Frame Price	41
Advanced Adaptive (10t)	+10	+12	-5	Frame Weight	50,000 + 50% Frame Price	45

Alumisteel Armor (5t)

This easy-to-acquire alloy is lightweight and reasonably strong. Alumisteel can also be used as a building material for mecha superstructures (see Table 8.16: Superstructure Materials).

Armor Bonus: +3

Hardness Bonus: +3

Ref. Penalty: -3

Weight: Frame Weight

Price: 7,000 cr. + 50% of Frame Price

Availability: 20

Duraplastic Armor (5t)

Duraplastic armor is made of advanced plastic polymers such as carbon fiber and high-grade fiberglass. Although relatively cheap and light, it does not offer tremendous protection.

Armor Bonus: +2

Hardness Bonus: +2

Ref. Penalty: -2

Weight: 90% of Frame Weight

Price: 3,500 cr. + 50% of Frame Price

Availability: 15

Duralloy Armor (6t)

Duralloy is harder, heavier, and more durable than alumisteel. It can also be used as a building material for mecha superstructures (see Table 8.16: Superstructure Materials).

Armor Bonus: +5

Hardness Bonus: +4

Ref. Penalty: -4

Weight: 110% of Frame Weight

Price: 7,000 cr. + 50% of Frame Price

Availability: 20

Resilium Armor (6t)

Resilium is a more malleable alloy than duralloy, although not as strong.

Armor Bonus: +4

Hardness Bonus: +3

Ref. Penalty: -2

Weight: 105% of Frame Weight

Price: 3,500 cr. + 50% of Frame Price

Availability: 30

Crystal Carbon Armor (7t)

Grown in orbital laboratories, crystal carbon is a composite fiber material that narrowly outperforms neovulcanium on the battlefield.

Armor Bonus: +6

Hardness Bonus: +5

Ref. Penalty: -4

Weight: Frame Weight

Price: 10,000 cr. + 50% of Frame Price

Availability: 20

Neovulcanium Armor (7t)

Similar to duralloy, neovulcanium uses plasma-forging techniques to create an alloy of surprising resilience. It is also used as a building material for mecha superstructures (see Table 8.16: Superstructure Materials).

Armor Bonus: +6

Hardness Bonus: +5

Ref. Penalty: -5

Weight: 120% of Frame Weight

Price: 7,000 cr. + 50% of Frame Price

Availability: 30



Megatanium Armor (8t)

Sandwiched layers of crystal carbon and neovulcanium held in a magnetic matrix, megatanium is exceedingly hard and durable. It can also be used as a building material for mecha superstructures (see Table 8.16: Superstructure Materials).

Armor Bonus: +7

Hardness Bonus: +6

Ref. Penalty: -5

Weight: 145% of Frame Weight

Price: 7,000 cr. + 50% of Frame Price

Availability: 20

Reactive Armor (8t)

Layers of insulating gel or compressed gas between cerametal sheets. Reactive armor provides the same protection as crystal carbon armor but is considerably cheaper and easier to produce.

Armor Bonus: +5

Hardness Bonus: +4

Ref. Penalty: -3

Weight: 130% of Frame Weight

Price: 7,000 cr. + 25% of Frame Price

Availability: 30

Ablative Armor (9t)

This silvery, reflective armor is amazingly thin, yet has tremendous tensile strength and the ability to absorb damage better than most kinds of armor plating.

Armor Bonus: +7

Hardness Bonus: +6

Ref. Penalty: -3

Weight: 120% of Frame Weight

Price: 10,000 cr. + 50% of Frame Price

Availability: 32

Nanofluidic Armor (10t)

Consisting of a thick layer of gel-like fluid sandwiched in a neutronite structure, nanofluidic armor is “smart” armor—it concentrates at the point of impact to blunt physical blows and circulates around heat sources to dissipate energy.

Armor Bonus: +10

Hardness Bonus: +9

Ref. Penalty: -5

Weight: Frame Weight

Price: 20,000 cr. + 50% of Frame Price

Availability: 41

Advanced Adaptive Armor (10t)

Advanced adaptive armor is the next stage of development for nanofluidic armor. It has a greater ability to deflect physical damage and dissipate the heat from energy weapon impacts.

Armor Bonus: +10

Hardness Bonus: +12

Ref. Penalty: -5

Weight: Frame Weight

Price: 50,000 cr. + 50% of Frame Price

Availability: 45

Leave room for the pilot

When equipping a mecha from scratch, make sure to leave spaces for the mecha operator's cockpit.

Pilot, Copilot, and passenger cockpits are described under Miscellaneous Equipment.

ARMOR AND SUPERSTRUCTURE MODIFICATION

Heavier Mecha: The Hardness of a mecha can be increased by paying money, sacrificing space and weight.

The base price per point of Hardness increase is double the base price of the frame; the increase takes up 10% of the frame spaces and weighs 50% of the frames base weight. No more than 8 points of Hardness may be added to a mecha. The availability of the increase in Hardness is the mecha's armor availability plus the change in Hardness. For example, a light paramilitary mk3 frame with Duralloy armor adding 1 point of hardness would price 220,000 cr., 6 space, would weigh 2,640 pounds, and would have an availability of 21.

Lighter Mecha: Mecha can also be made lighter, for each point of Hardness removed the total price is reduced by 10%, total weight is reduced by 10%, and either the Reflex save is increased by +1 or spaces are increased by 10%. No more than 5 points can be removed from a mecha's hardness. A mecha's Hardness cannot drop below 0.

5. MECHA ADDITIONAL LOCOMOTION

Mecha locomotion falls into two categories: flight systems and ground systems. Most mechas are equipped with legs that allow them to walk and run.

Installing a locomotion system on a mecha requires a Repair check (DC-30). The check is made after investing an amount of time determined by the mecha's size: Light 5 hours, Medium 15 hours, Heavy 25 hours, X-Heavy 35 hours, and Assault 50 hours. If the locomotion system occupies more than one equipment space on the mecha, multiply the installation time by the number of spaces it takes up. The system cannot have a Technology Level higher than that of the builder.

In addition to a general description, each piece of equipment includes the following information:

Equipment Spaces: The number of equipment spaces needed to install the locomotion system.

Price: The amount of credits that must be spent to purchase the component.

Availability: How difficult it is to locate and purchase the component.

Note: The primary means of locomotion for a mecha is assumed to be a single pair of legs, so their weight is already included in the maximum load of the mecha. If another means of locomotion is used as the primary, then the weight of that means of locomotion is ignored.

Non-Walking Mecha

Not all mecha use a pair of legs as their primary form of transport. To create a mecha with a non-standard form of transport just replace the legs with the new transport system. The initial set of legs is assumed to use 15% of the Frame spaces, weigh 50%, and has a price of 25% of Frame. After swapping out the legs apply the price, space, and weight difference to the mecha.

Table 8.22:Mecha Locomotion

Flight Systems					
	Spaces	Weight	Price	Avail Eff.	
Prop (Air) (5t)	5% Frame Spaces	Frame Weight	25% Frame Price	20	60%
Rotor (5t)	5% Frame Spaces	Frame Weight	25% Frame Price	20	55%
Afterburner (6t)	20% Thruster Spaces	50% Frame Weight	50,000 + 25% Frame Price	24	---
Jetpack (6t)	10% Frame Spaces	75% Frame Weight	70,000 + 25% frame price	30	70%
Jet-Assist Wings (7t)	50% Primary Flight Systems Spaces	25% Frame Weight	35,000 + 25% Frame Price	15	---
Thruster Boots (7t)	10% Frame Spaces	50% Frame Weight	70,000 + 25% Frame Price	32	75%
Vectored Thrust (7t)	25% Flight System Spaces	10% Frame Weight	70,000 + 25% Frame Price	32	---
Ramjet Thruster Boots (8t)	20% Frame Spaces	50% Frame Weight	70,000 + 25% Frame Price	34	80%
Gravitic Flight System (9t)	20% Frame Spaces	50% Frame Weight	120,000 + 25% frame price	36	85%
Improved Gravitic Flight System (10t)	15% Frame Spaces	45% Frame Weight	500,000 + 25% frame price	40	95%
Ground/Water Systems					
	Spaces	Weight	Price	Avail Eff.	
Forced Air (5t)	20% Frame Spaces	200% Frame Weight	50% Frame Price	20	50%
Legs (Multiple) (5t)	10% Frame Spaces	Frame Weight	50% Frame Price	20	65%
Legs (Pair) (5t)	---	---	---	---	65%
Propeller (Water) (5t)	10% Frame Spaces	Frame Weight	25% Frame Price	20	40%
Treads (5t)	15% Frame Spaces	150% Frame Weight	25% Frame Price	20	50%
Tri-Star Wheel (5t)	15% Frame Spaces	110% Frame Weight	50% Frame Price	25	60%
Wheels (5t)	10% Frame Spaces	Frame Weight	50% Frame Price	20	60%
Casters (7t)	15% Frame Spaces	Frame Weight	25% Frame Price	30	65%
Inductor (9t)	20% Frame Spaces	Frame Weight	50% Frame Price	30	95%

MECHA FLIGHT SYSTEMS

Propeller (Air) (5t)

The mecha has a propeller for air travel. If for some reason the mecha's speed drops below its base speed during any given round, it falls. The propeller maybe either a "pulling" or "pusher". Propeller (Air) starts with a flight quality of clumsy. No matter the flight maneuverability category hovering is not capable with propeller (air) unless another form of locomotion is installed.

Equipment Spaces: 5% Frame Spaces

Weight: Frame Weight

Price: 25% Frame Price

Availability: 20

Power Efficiency: 60%

Increased Maneuverability: To increase the maneuver characteristic of a propeller (air) locomotion system, increase the availability of the propeller (air) system by 15 and the price by 100,000 credits per level of increase to a maximum of 'good'.

Rotor (5t)

The mecha is equipped with a rotor, like a helicopter's. It doesn't move as quickly as a mecha equipped with a propeller (air), but is possible to hover without falling. Rotor starts with a flight quality of poor.

There is a special maneuver only possible with a rotor called autorotation. If a rotor equipped craft is falling (due to loosing engine, etc...) the pilot can make a pilot (DC-20). On a success; the craft, crew, and passengers only take ½ damage. This is due to getting the rotor to spin in just the right way to act as a parachute.

Equipment Spaces: 5% Frame Spaces

Weight: Frame Weight

Price: 25% Frame Price

Availability: 20

Power Efficiency: 55%

Increased Maneuverability: To increase the maneuver characteristic of a rotor locomotion system, increase the availability of the rotor system by 5 and the price by 50,000 credits per level of increase to a maximum of 'good'.

Afterburner System (6t)

The afterburner system dumps a shot of raw fuel into the mecha's thruster system, giving the mecha a temporary speed boost. The mecha's fly speed is doubled for 1 round. The afterburner system is good for only one use; additional activations require additional afterburner systems. Requires a jet or thruster system be installed in the mecha.

Equipment Spaces: 20% of Thruster Spaces

Weight: 50% Frame Weight

Price: 50,000 cr. + 25% Frame Price

Availability: 24

Jetpack (6t)

A jetpack combines vectored thrust with simple avionics, granting the mecha a flight quality of clumsy. The jetpack carries enough fuel for the mecha to travel a total of 40 hexes; refueling price 2,000 credits.

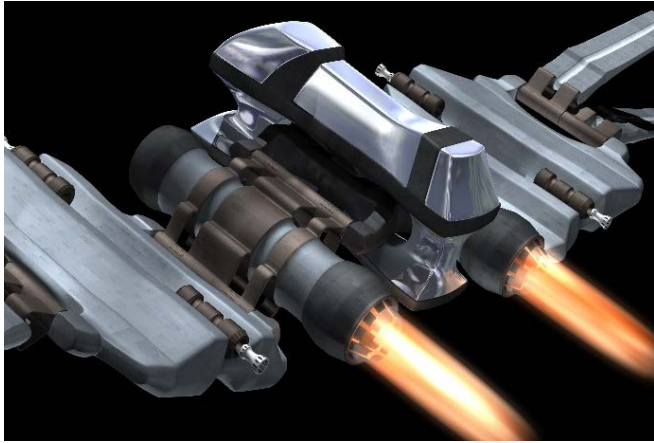
Equipment Spaces: 10% Frame Spaces

Weight: 75% Frame Weight

Price: 70,000 cr. + 25% Frame Price

Availability: 30

Power Efficiency: 70%



Jet-Assist Wings (7t)

Jet-assist wings allow a flying mecha to maneuver more effectively, but do not provide the mecha with the ability to fly. A mecha with jet-assist wings improves its flight maneuverability by one category (clumsy to poor, poor to average, and so on). No matter the flight maneuverability category hovering is not capable with propeller (air) unless another form of locomotion is installed.

Equipment Spaces: 50% of primary flight systems Spaces

Weight: 25% Frame Weight

Price: 35,000 cr. + 25% Frame Price

Availability: 15

Thruster Boots (7t)

Thruster boots combine powerful fusion thrusters to give the mecha a flight quality of poor.

Equipment Spaces: 10% Frame Spaces

Weight: 50% Frame Weight

Price: 70,000 cr. + 25% Frame Price

Availability: 32

Power Efficiency: 75%

Vectored Thrusters (7t)

Vectored thrusters are modifications that can be made to jetpacks, thruster boots, and ramjet thruster boots. Vectored thrusters improve a mecha's flight maneuverability by two categories (clumsy to average, poor to good, and so on).

Equipment Spaces: 25% of primary flight system Spaces

Weight: 10% Frame Weight

Price: 70,000 cr. + 25% Frame Price

Availability: 32

Ramjet Thruster Boots (8t)

The best thruster system available uses ramjet technology to improve the performance of the 7t thruster boots, granting the mecha a flight quality of poor.

Equipment Spaces: 20% Frame Spaces

Weight: 50% Frame Weight

Price: 70,000 cr. + 25% Frame Price

Availability: 34

Power Efficiency: 80%

Gravitic Flight System (9t)

At this tech level gravitic technology is small enough to be used in any size of mecha. Gravitic technology allows a mecha to fly by controlling the effects of gravity. Given enough time a gravitic system has the capability of taking a mecha into orbit around a planet. Gravitic flight systems provide a flight quality of good.

If a mecha also includes a sensor suite of at least Class IV it can fly at ground level acting as a ground effect vehicle.

This high tech flight system can also propel the mecha through the water at 1/10 its maximum speed.

Equipment Spaces: 20% Frame Spaces

Weight: 50% Frame Weight

Price: 120,000 cr. + 25% Frame Price

Availability: 36

Power Efficiency: 85%

Improved Gravitic Flight System (10t)

This is an improved version of the 9t flight systems. It is more efficient and slightly smaller. Gravitic flight systems provide a flight quality of good.

At this tech level an avionics package is included allowing the mecha to fly at ground level acting as a ground effect vehicle.

Equipment Spaces: 15% Frame Spaces

Weight: 45% Frame Weight

Price: 500,000 cr. + 25% Frame Price

Availability: 40

Power Efficiency: 95%

MECHA GROUND/WATER SYSTEMS

Forced Air (5t)

The mecha takes in air through a vent and forces it out beneath itself, allowing it to hover several inches off the ground. It handles poorly and moves at half speed over poor surface conditions.

Equipment Spaces: 20% Frame Spaces

Weight: 200% Frame Weight

Price: 50% Frame Price
Availability: 20
Power Efficiency: 50%

Legs (Multiple) (5t)

The mecha has three or more mechanical legs that allow it to walk, after a fashion. The mecha moves at half speed when navigating obstructions, or poor surface conditions. Only mechas equipped with legs can jump.

Equipment Spaces: 10% Frame Spaces
Weight: Frame Weight
Price: 50% Frame Price
Availability: 20
Power Efficiency: 65%

Legs (Pair) (5t)

Most mechas are bipedal, walking on two legs as well as a human. Only mechas equipped with legs can jump. The first pair of legs on a mecha are free (no equipment spaces, price or weight). For quadrupedal or centaur mecha see sidebar.

Power Efficiency: 65%

Propeller (Water) (5t)

The mecha has one or more propellers for water travel. It cannot travel on land without another mode of locomotion.

Equipment Spaces: 10% Frame Spaces
Weight: Frame Weight
Price: 25% Frame Price
Availability: 20
Power Efficiency: 40%

Treads (5t)

The mecha is equipped with a pair of tank-like treads that allow it to roll along over most terrain without significant difficulties. It can negotiate reasonably shallow steps, but stairs are beyond its abilities. Mechas with treads cannot jump or swim.

Equipment Spaces: 15% Frame Spaces
Weight: 150% Frame Weight
Price: 25% Frame Price
Availability: 20
Power Efficiency: 50%

Wheels (5t)

Wheels are somewhat more effective than treads on level ground, but the mecha moves at half speed when navigating poor surface conditions. Most wheeled mechas have four, six, or eight wheels. Mechas with wheels cannot jump or swim.

Equipment Spaces: 10% Frame Spaces
Weight: Frame Weight
Price: 50% Frame Price
Availability: 20
Power Efficiency: 60%

Tri-Star Wheels (5t)

Tri-Star Wheels are somewhat more effective than treads on level ground, and more effective than normal wheels on broken terrain. The mecha moves at three quarters speed

when navigating poor surface conditions. Tri-Star wheeled mechas have two tires that are always touching the ground with a third tire mounted above the other two tires. Mechas with Tri-Star wheels cannot jump but can swim at 1/5 speed.

Equipment Spaces: 15% Frame Spaces
Weight: 110% Frame Weight
Price: 50% Frame Price
Availability: 25
Power Efficiency: 60%

Casters (7t)

The mecha moves about on spherical wheels, or casters. These are somewhat more efficient than wheels and enable the mecha to change direction easily. Mechas with casters as their primary form of transport cannot jump or swim.

Equipment Spaces: 15% Frame Spaces
Weight: Frame Weight
Price: 25% Frame Price
Availability: 30
Power Efficiency: 65%

Inductor (9t)

Induction engine technology allows the mecha to move about on a thin cushion of artificial gravity. The thrust does not enable the mecha to corner quickly, but it can hover and float above liquid surfaces (including water).

Equipment Spaces: 20% Frame Spaces
Weight: Frame Weight
Price: 50% Frame Price
Availability: 30
Power Efficiency: 95%

6. MECHA SENSOR SYSTEMS

Sensor systems make it easier for mecha operators to perceive their surroundings; however, not all mechas are equipped with sensors (or even require them). In such cases, mecha operators must rely on their own acute vision and hearing.

To install a sensor system, a character must succeed at a Repair check with a DC = to ½ the availability (minimum of 20) of the sensor system, after investing 10 hours per equipment space. A character without an electrical tool shop takes a –4 penalty on the skill check. The system cannot have a tech level higher than that of the builder.

Equipment Spaces: The number of equipment spaces needed to install the equipment.

Range: If a piece of equipment has a range value listed this is the maximum range that component.

Duration: The amount of time a piece of equipment continues to operate before it needs to be reactivated, or how long its effect lasts. A duration of “persistent” means the equipment functions until the mecha is destroyed (reduced to 0 hit points) or the mecha’s operator turns it off (usually as a free action).

Price: The amount of credits that must be spent to purchase the component.

Availability: How difficult it is to locate and purchase the component.

Class I Sensor System (5t)

This sensor system includes air/space radar that allows a mecha operator to scan the basic topography of the surrounding area and pick out targets well enough to assist in aiming weapons at them. A Class I sensor system grants a +2 bonus on the operator's Perception and Sensor Operations checks. In addition provides low-light vision.

Class I Sensor System can track up to 10 targets while in active scan mode or 1 in passive scan mode.

With a successful Sensor Operations check (DC-20 + the class of the target's sensors) and a move action, the operator can use the sensor system to actively scan a single target (usually another mecha or vehicle) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.

Equipment Spaces: 10

Range: 1-mile-radius emanation centered on the mecha

Duration: Persistent (passive scan mode) or 1 round (active scan mode)

Weight: 1,500 Pounds

Price: 12,000 cr.

Availability: 20

Class II Sensor System (6t)

This sensor system includes an electromagnetic (EM) detector array that localizes EM emissions, and an infrared detector that tracks targets by their heat signatures. It also incorporates a high-resolution video system that differentiates targets by their visual profile. The hi-res video system incorporates a zoom feature, allowing close inspection of distant targets. A Class II sensor system grants a +2 bonus on the operator's Perception and Sensor Operations checks. In addition provides low-light vision.

Class II Sensor System can track up to 20 targets while in active scan mode or 2 in passive scan mode. With a successful Sensor Operations check (DC-20 + the class of the target's sensors) and a move action, the operator can use the sensor system to actively scan a single target and usually another mecha or vehicle) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.
- The number of living creatures aboard.
- The composition of the target's hull or superstructure, as well as the type of its armor, if any.

- The target's weapon systems (functional and nonfunctional).

Equipment Spaces: 10

Range: 1-mile-radius emanation centered on the mecha

Duration: Persistent (passive scan mode) or 1 round (active scan mode)

Weight: 1,600 Pounds

Price: 14,000 cr.

Availability: 31

Class III Sensor System (6t)

This system combines the features of the Class II sensor system with an advanced night-vision unit.

The mecha operator gains darkvision to a range of 2 hexes (100 feet). A Class III sensor system also grants a +2 bonus on the operator's Perception and Sensor Operations checks. In addition, the mecha operator gains a +2 bonus to initiative.

Class III Sensor System can track up to 30 targets while in active scan mode or in passive scan mode.

With a successful Sensor Operations check (DC-20 + the class of the target's sensors) and a move action, the operator can use the sensor system to actively scan a single target (usually another mecha or vehicle) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.
- The number of living creatures aboard.
- The composition of the target's hull or superstructure, as well as the type of its armor, if any.
- The target's weapon systems (functional and nonfunctional).

Equipment Spaces: 15

Range: 1-mile-radius emanation centered on the mecha

Duration: Persistent (passive scan mode) or 1 round (active scan mode)

Weight: 1,600 Pounds

Price: 50,000 cr.

Availability: 40

Oracle Targeting System (6t)

The standard computer-assisted targeting system for mecha combines holographic displays and heuristic target-prediction profiling to increase a mecha operator's accuracy. The system grants an enhancement bonus on attack rolls (+1 to +6) when using a specific ranged weapon selected by the operator. Switching the bonus from one weapon to another requires a move action.

The Oracle system has six different categories (denoted Mark I through Mark VI). The price varies depending on the enhancement bonus conferred.

Duration: Persistent.

Table 8.23: Oracle Targeting System

Category	Spaces	Weight	Price	Availability
Mark I (+1)	3	1,000	10,000	36
Mark II (+2)	5	1,000	12,000	38
Mark III (+3)	10	1,000	28,000	40
Mark IV (+4)	12	1,000	32,000	42
Mark V (+5)	15	1,000	50,000	44
Mark VI (+6)	20	2,000	72,000	46

Class IV Sensor System (7t)

This system includes electromagnetic (EM), infrared detector, hi-res video, and night vision sensors similar to those found on the Class II and Class III systems. It also incorporates a lidar system that uses low-powered laser beams to quickly locate and identify difficult terrain, distant obstacles, and targets.

The mecha operator gains darkvision to a range of 8 hexes (400 feet). A Class IV sensor system also grants a +4 bonus on the operator's Perception and Sensor Operations checks.

Class IV Sensor System can track up to 40 targets while in active scan mode or 4 in passive scan mode.

With a successful Sensor Operations check (DC-20 + the class of the target's sensors) and a move action, the operator can use the sensor system to actively scan a single target (usually another mecha or vehicle) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.
- The number of living creatures aboard.
- The composition of the target's hull or superstructure, as well as the type of its armor, if any.
- The target's weapon systems (both functional and nonfunctional).
- How much damage (in hull points) the target has taken.

Equipment Spaces: 10

Range: 10-mile-radius emanation centered on the mecha

Duration: Persistent (passive scan mode) or 1 round (active scan mode)

Weight: 1,600 Pounds

Price: 18,000 cr.

Availability: 37

Class V Sensor System (7t)

This system improves upon earlier sensor systems by replacing the air/space radar with powerful multiband radar that quickly and effortlessly identifies and tracks mechas, creatures, and vehicles. It also combines the electromagnetic, infrared, and video scanners into a single, more powerful array. The Class V sensor system also extends the mecha's night vision capability.

The mecha operator gains darkvision to a range of 12 hexes (600 feet). A Class V sensor system also grants a +6 bonus on the operator's Perception and Sensor Operations checks. In addition, the mecha operator gains a +2 bonus to initiative.

Class V Sensor System can track up to 50 targets while in active scan mode or 5 in passive scan mode.



With a successful Sensor Operations check (DC-20 + the class of the target's sensors) and a move action, the operator can use the sensor system to actively scan a single target (usually another mecha or vehicle) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.
- The number of living creatures aboard.
- The composition of the target's hull or superstructure, as well as the type of its armor, if any.
- The target's weapon, Armor Class, and sensor systems (both functional and nonfunctional).
- How much damage (in hit points) the target has taken.

Equipment Spaces: 15

Range: 10-mile-radius emanation centered on the mecha

Duration: Persistent (passive scan mode) or 1 round (active scan mode)

Weight: 1,600 Pounds

Price: 70,000 cr.

Availability: 45

Class VI Sensor System (8t)

This sensor system resembles the Class V sensor array, except that it replaces the multiband radar unit with multiphase radar capable of penetrating nearly any obstacle or barrier.

The mecha operator gains darkvision to a range of 12 hexes (600 feet). A Class VI sensor system also grants a +8 bonus on the operator's Perception and Sensor Operations checks.

Class VI Sensor System can track up to 100 targets while in active scan mode or 10 in passive scan mode.

With a successful Sensor Operations check (DC-20 + the class of the target's sensors) and a move action, the operator can use the sensor system to actively scan a single target (usually another mecha or vehicle) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.
- The number of living creatures aboard.
- The composition of the target's hull or superstructure, as well as the type of its armor, if any.
- The target's weapon, Armor Class, and sensor systems (both functional and nonfunctional).
- How much damage (in hit points) the target has taken, and how much damage it can withstand (that is, hit points remaining).

Equipment Spaces: 10

Activation: Move action (active scan mode only)

Range: 100-mile-radius emanation centered on the mecha

Duration: Persistent (passive scan mode) or 1 round (active scan mode)

Weight: 1,600 Pounds

Price: 21,000 cr.

Availability: 42

Achilles Targeting System (9t)

Any mecha can have an Achilles targeting system installed in addition to their standard sensors. An Achilles targeting system enables the mecha to better train its weapons on an enemy's critical systems. The Achilles targeting system increases the critical threat ranges of one of the mecha's ranged or melee weapons by one. This effect stacks with other systems that expand a weapon's critical threat range. Switching the bonus from one weapon to another requires a move action.

The purchase price of Achilles targeting system depends on the size of the mecha.

Table 8.24: Achilles Targeting Software Price

Mecha Size	Spaces	Weight	Price	Avail
Light	5	500	50,000	42
Medium	10	500	60,000	43
Heavy	20	1,000	80,000	44
X-Heavy	20	1,000	100,000	45
Assault	30	1,200	250,000	46

Class VII Sensor System (9t)

This sensor system resembles the Class VI sensor array, except that it upgrades the multiphase radar unit to a more advanced model and adds an adaptive computer system that helps to anticipate the actions of the enemy.

The mecha operator gains darkvision to a range of 12 hexes (600 feet), a +10 bonus on the operator's Perception and Sensor Operations checks, and a +2 bonus to initiative.

Class VII Sensor System can track up to 150 targets while in active scan mode or 15 in passive scan mode.

With a successful Sensor Operations check (DC-20 + the class of the target's sensors) and a move action, the operator can use the sensor system to actively scan a single target (usually another mecha or vehicle) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.
- The number of living creatures aboard.
- The composition of the target's hull or superstructure, as well as the type of its armor, if any.
- The target's weapon, Armor Class, and sensor systems (both functional and nonfunctional).
- How much damage (in hit points) the target has taken, and how much damage it can withstand (that is, hit points remaining).

Equipment Spaces: 20

Range: 100-mile-radius emanation centered on the mecha

Duration: Persistent (passive scan mode) or 1 round (active scan mode)

Weight: 1,800 Pounds

Price: 100,000 cr.

Availability: 44

Enigma Sensor Suite (9t)

Using a combination of thermal imaging, X-rays, and vibration sensors, the Enigma sensor suite enables the operator to effectively see through solid objects. Fine details can't be detected, but a mecha using the Enigma suite could tell, for example, that three Medium-size humanoids were crouched behind a closed door, or that an escape tunnel runs from one building to another. The Enigma Sensor Suite provides a bonus to detect mines and minefields equal to its mark.

A mecha with the Enigma suite reduces the effects of concealment by one grade. Thus, an object with total concealment would have concealment instead.

Range: 3 hexes (150 feet)

Area: Cone-shaped emanation

Duration: 1 round



Table 8.25: Enigma Sensor Suite

Category	Spaces	Weight	Price	Availability
Mark I	5	1,000	100,000	36
Mark II	10	1,000	120,000	38
Mark III	10	1,000	140,000	40
Mark IV	20	1,000	160,000	42
Mark V	20	1,000	210,000	44
Mark VI	25	2,000	260,000	46
Mark VII	25	2,000	310,000	48
Mark VIII	30	2,000	360,000	50
Mark IX	30	3,000	410,000	52
Mark X	35	3,000	500,000	54

Class VIII Sensor System (10t)

This sensor system resembles the Class VII sensor array, except that the adaptive computer has been extensively upgraded and includes a lesser version of the Enigma Sensor Suite. (Providing a +8 bonus to detecting mines and minefields.)

The mecha operator gains darkvision to a range of 12 hexes (600 feet)., a +10 bonus on the operator's Perception and Sensor Operations checks, and a +4 bonus to initiative.

Class VIII Sensor System can track up to 200 targets while in active scan mode or 20 in passive scan mode.

With a successful Sensor Operations check (DC-20 + the class of the target's sensors) and a move action, the operator can use the sensor system to actively scan a single

target (usually another mecha or vehicle) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.
- The number of living creatures aboard.
- The composition of the target's hull or superstructure, as well as the type of its armor, if any.
- The target's weapon, Armor Class, and sensor systems (both functional and nonfunctional).
- How much damage (in hit points) the target has taken, and how much damage it can withstand (that is, hit points remaining).

Equipment Spaces: 20

Range: 100-mile-radius emanation centered on the mecha

Duration: Persistent (passive scan mode) or 1 round (active scan mode)

Weight: 2,000 Pounds

Price: 1,000,000 cr.

Availability: 45

Table 8.26: Mecha Sensor Systems

	Spaces	Weight	Price	Availability
Class I (5t)	10	1,500	12,000	20
Class II (6t)	10	1,600	14,000	31
Class III (6t)	15	1,600	50,000	40
Oracle Targeting System (6t)	Varies	Varies	Varies	Varies
Class IV (7t)	10	1,600	18,000	37
Class V (7t)	15	1,600	70,000	45
Class VI (8t)	10	1,600	21,000	42
Class VII (9t)	20	1,800	100,000	44
Achilles Targeting System (9t)	Varies	Varies	Varies	Varies
Enigma Sensor Suite (9t)	Varies	Varies	Varies	Varies
Class VIII (10t)	20	2,000	1,000,000	45

7. MECHA WEAPONS

Mechas use both melee and ranged weapons to dispatch foes. In addition, a weapon can be either handheld or integrated into the mecha's superstructure; each version has its benefits.

Handheld Weapons: A handheld weapon does not take up any equipment spaces, but does count against weight. However, a mecha with a handheld weapon can be disarmed and the weapon is not protected by the mecha's armor. Energy based handheld weapons must include their own power supply which increases the price and weight of the weapon by 20%.

Integrated Weapons: An integrated weapon takes up one or more of the mecha's equipment spaces, but the mecha cannot be disarmed of the weapon and the weapon is powered by the mecha's power plant. Table 8.29: Mecha Weapons summarizes each weapon's statistics.

To install a handheld or integrated weapon, a character must succeed at a Repair check with a DC = to ½ the Availability of the weapon (minimum of 20) and after investing 3x the Availability in hours. A character without a mechanical tool shop takes a –4 penalty on the skill check. The character must also pay ½ the weapon’s price.

Small Arms: Small arms are weapons that are carried and used by normal characters such as pistols and rifles. Small arms maybe installed on the mecha as integrated weapons.

Table 8.27: Small Arms for Mecha				
Type	Spaces	Weight	Price	Avail
Pistol	1	X2	X2	+5
Rifle	2	X2	X2	+5
Man-Portable Heavy Weapon	3	X2	X2	+5
Additional Ammunition per belt/magazine	1/5 Weapon	X2	X2	+0

WEAPONS TABLE

Weapons are described by a number of statistics, as shown on tables below.

Power Level (PL): This is the level of power required to create this item. It is signified by a number followed by a letter. The number is the power level and the letter tells you which power base is required.

Table 8.28: Power Levels	
#f	Faith
#m	Magic
#p	Psionics
#s-	Syncretic Science Negative
#s+	Syncretic Science Positive
#t	Technology

Price: The price of a fully loaded weapon.

Damage: The damage the weapon deals on a successful hit.

Penetration (Pen): This is the amount of hardness that the weapon negates on impact.

Critical: This is the chance to score a critical hit versus a mecha. On a natural roll of this value a roll is made on the critical hit table found in the Mecha Operations chapter.

Range Increment: Any attacks at less than this distance are not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. Ranged weapons have a maximum range of ten range increments, except for thrown weapons, which have a maximum range of five range increments. All range increments are listed in hexes.

To convert ranges to feet from hexes multiply them by 50.

If a “/” follows the range the number following it is the maximum range in hexes for the weapon.

Ranges listed for missiles are the maximum range for the missile to achieve lock-on and flight of the missile.

Spaces: This is the amount of spaces the fully loaded weapons takes up.

Rate of Fire: Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire.

Single Shot (SS): A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other abilities that normally allow more than one shot per attack.

Semiautomatic (SA): Most ranged weapons have the semiautomatic rate of fire. These weapons feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon). Some feats allow characters armed with semiautomatic weapons to fire shots in rapid successions, getting in more than one shot per attack.

Burst Fire (B#): Some weapons have burst fire modes similar to automatic but only fire a limited number of rounds. The number after the B is the number of rounds fired with each burst.

Automatic (A#): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire.

Ammo: The weapon’s magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine’s capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, e-cell, internal, linked, or power pack. Weapons with a dash in this column have no magazines; are generally weapons that are loaded as part of the firing process.

Box: a box magazine is any type of magazine that can be removed and reloaded separately from the weapon.

Cylinder: a cylinder is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can’t be removed, and they must be reloaded by hand. However, most cylinders can be used with a speed loader. Using a speed loader is much like inserting a box magazine into a weapon.

Internal: some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.

E-Cells: Is similar to the box magazine in that it can be removed and reloaded (recharged) separately from the weapons. The E-cell holds an energy charge used to power most energy weapons.

Linked: Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 100 bullets; any

number of belts can be clipped together. (Linked has an unlimited capacity; for this reason the entry does not also have a number.)

Power Packs: Power Packs are large energy cells ranging from ones that will fit on a person's belt to the size of a small car. They used to power heavy energy weapons and other large pieces of equipment.

Weight: This column gives the weapon's weight when fully loaded.

Size: This column gives size of the weapon. If the weapon is the same size as the mecha it may be used one handed. If the weapon is integral or used two handed it maybe one sized larger.

Table 8.29: Mecha Weapons

Power Level 3m											
Weapon	Damage	Pen	Crit	Range	Ammo	ROF	Spaces	Wt	Price	Avail	Size
Alchemist's Fire Missile Launcher	10d6	10	20	150	4 int.	SS	10	540	65,000	32	Huge
Alchemist's Fire Rocket Launcher	10d6	10	20	3	6 int.	SS	14	670	18,000	28	Huge
Tanglefoot Missile Launcher	— ¹	—	—	150	4 int.	SS	10	540	55,000	27	Huge
Tanglefoot Rocket Launcher	— ¹	—	—	3	6 int.	SS	14	670	15,000	25	Huge

Power Level 4t											
Weapon	Damage	Pen	Crit	Range	Ammo	ROF	Spaces	Wt	Price	Avail	Size
BMP-2 30mm Turreted Cannon	4d12	12	19+	4	Linked	SA, B5	5	420	24,000	25	Huge
M1A2 Abrams 120mm Turreted Tank Cannon	10d12	20	18+	6	2	SS	20	3,630	45,000	31	Gargant.
M2A2 Bradley 25mm Turreted Cannon	4d10+6	12	19+	4	Linked	SA, B5	5	800	22,000	28	Huge

Power Level 5t											
Weapon	Damage	Pen	Crit	Range	Ammo	ROF	Spaces	Wt	Price	Avail	Size
A3X Dragon Flame Thrower	4d6	8	20	2/3	10 int.	SS	10	480	14,000	26	Large
GAU-13 Gatling Gun	5d6+10	12	19+	3	Linked	B10,A2	5	410	18,000	24	Huge
MK 19 Grenade Launcher	Varies ¹	Varies ¹	20	Varies ¹	Linked	SA,B5	5	130	35,000	25	Large
M-53 Firestar Rocket Launcher	10d6	10	20	3	6 int.	SS	14	670	16,000	29	Huge
M-55 Crud Rocket Launcher	10d6	10	19+	3	6 int.	SS	14	670	16,000	29	Huge
M-87 Talon Missile Launcher	9d10	15	19+	180	4 int.	SS	10	540	65,000	32	Huge
M-9 Barrage Chaingun	5d6	12	19+	2	Linked	SA,B5,A1	10	280	14,000	26	Large
PS-15 Panther Claws	Varies ¹	5	18+	—	—	—	Varies ¹	Varies ¹	Varies ¹	20	Varies ¹
Thunderbolt Shock Rod	Varies ¹	5	20	—	—	—	Varies ¹	Varies ¹	Varies ¹	20	Varies ¹
TOW Missile Launcher	8d10	15	19+	180	2 int.	SS	6	320	65,000	32	Large
Warpath Recoilless Rifle	10d6	15	19+	3	20 box	SA, B3, A	10	600	13,500	27	Huge

Power Level 6t											
Weapon	Damage	Pen	Crit	Range	Ammo	ROF	Spaces	Wt	Price	Avail	Size
105mm Cannon	8d10+20	20	18+	5	10	SS	23	1,800	25,000	30	Gargant.
Corona Microwave Beam	5d6	15	19+	1/5	—	SS	10	130	16,000	29	Large
GAU-19 Avenger	4d12+8	12	19+	3	Linked	B10,A2	5	360	24,000	25	Huge
GAU-2/A Aggressor	3d12+8	10	19+	3	Linked	B10,A3	3	299	20,000	22	Large
Laser Machinegun	8d6	12	18+	3	—	B5,A2	8	160	16,000	26	Large
LK8 Armor-Piercing Pike	Varies ¹	15	18+	—	—	—	Varies ¹	Varies ¹	Varies ¹	30	Varies ¹
M-21 Comet Autolaser	8d6	8	19+	2	—	SA,B3,A1	15	225	13,500	27	Huge
M-70 EMP Rocket Launcher	10d6 ¹	10	20	3	6 int.	SS	14	670	18,000	32	Huge
M-75 Cricket Rocket Launcher	10d6 ¹	15	20	3	6 int.	SS	14	670	16,500	30	Huge
M-100 Energy Missile Launcher	8d8	16	18+	170	4 int.	SS	20	610	170,000	40	Large
MA-65 Energy Axe	Varies ¹	12	19+	—	—	—	Varies ¹	Varies ¹	Varies ¹	20	Varies ¹
MA-70 Energy Mace	Varies ¹	10	18+	—	—	—	Varies ¹	Varies ¹	Varies ¹	20	Varies ¹
MA-82 Energy Sword	Varies ¹	10	19+	—	—	—	Varies ¹	Varies ¹	Varies ¹	20	Varies ¹
NKP Puma Pop-Up Turret	8d6	8	19+	2	—	SA	10	120	15,500	28	Large
NT HB20 Heavy Bolt Machinegun	9d6	9	18+	3	Linked	SA,B5,A1	10	360	15,000	25	Huge
T-95 Cavalcade Chaingun	7d6	12	19+	3	Linked	SA, A1	9	320	14,000	26	Huge
Typhoon 240 Laser Cannon	10d6	10	19+	2	—	SA	20	220	16,500	30	Huge

Power Level 7t												
Weapon	Damage	Pen	Crit	Range	Ammo	ROF	Spaces	Wt	Price	Avail	Size	
100mm Plasma Cannon	10d10	18	19+	3	—	SA	30	700	16,500	30	Gargant.	
205mm Plasma Cannon	12d10	23	18+	6	—	SA	45	2,000	20,000	33	Gargant.	
Chrysanthemum Laser Array	10d10	15	19+	3/3	1 int.	SS	10	250	14,000	31	Huge	
M-300 Rhino Mass Cannon	8d12	18	18+	5	100	SA	24	520	16,000	34	Huge	
PS-25 Tiger Claws	Varies ¹	10	18+	—	—	—	Varies ¹	Varies ¹	Varies ¹	20	Varies ¹	
Tsunami 480 Plasma Cannon	7d10+5	20	19+	3	—	SS	30	350	16,500	30	Huge	
X-13 Rapid Fire Missile Launcher	3d10	5	19+	1	50 box	SA,B3, A1	10	40	75,000	32	Large	
XJ-A Python Electro-Whip	Varies ¹	12	19+	—	—	—	Varies ¹	Varies ¹	Varies ¹	20	Varies ¹	

Power Level 8t												
Weapon	Damage	Pen	Crit	Range	Ammo	ROF	Spaces	Wt	Price	Avail	Size	
Avenger Electro-Scimitar	Varies ¹	15	20	—	—	—	Varies ¹	Varies ¹	Varies ¹	28	Varies ¹	
Force Field Nullification Cannon	Special ¹	—	—	1	—	SS	100	3,000	300,000	55	Huge	
LT-5 Longshot Mass Driver	9d10	20	18+	5	10 box	SA	22	1,660	76,000	29	Huge	
MA Corsair Plasma Cutlass	Varies ¹	15	20	—	20	—	Varies ¹	Varies ¹	Varies ¹	35	Varies ¹	
MA TM-20 Micro Ion Torpedo	120	16	18+	4	6	SS	40	1,000	100,000	40	Huge	
M-122 Energy Missile Launcher	10d8	18	18+	180	4 int.	SS	10	540	85,000	35	Huge	
M-105 Energy Rocket Launcher	10d6	18	18+	3	6 int.	SS	14	670	16,500	30	Huge	
NT IR-5 Infrared Blaster Cannon	6d12	12	19+	1	—	SA	10	400	27,000	15	Huge	
NT VB-11 Vibro Blade	Varies ¹	20	18+	—	20	—	Varies ¹	Varies ¹	Varies ¹	35	Varies ¹	
NT VD-18 Vibro Dagger	Varies ¹	20	18+	—	20	—	Varies ¹	Varies ¹	Varies ¹	32	Varies ¹	
RP-91 Reaper Laser Scythe	Varies ¹	15	18+	—	—	—	Varies ¹	Varies ¹	Varies ¹	30	Varies ¹	

Power Level 9t												
Weapon	Damage	Pen	Crit	Range	Ammo	ROF	Spaces	Wt	Price	Avail	Size	
Blazer 600 Plasma Cannon	10d12+20	24	19+	5	—	SS	25	1,000	170,000	34	Huge	
MA-235 Railgun	9d10+30	20	18+	10	10 Box	SS	15	1,500	70,000	29	Huge	
MA-60 Laser Pulse Gun	6d12	12	19+	8	—	SA,A1	15	2,000	500,000	39	Huge	
Mechton Light Laser Array	9d12+20	10	19+	8	—	SA	22	1,000	70,000	29	Huge	
N6 Stun Missile Launcher	4d12	—	—	80	4 int.	SS	10	1,780	100,000	28	Huge	
NT Devastar Disruptor Cannon	10d12	20	19+	2	—	SA	20	2,000	90,000	50	Huge	
Y-10 Rapid Fire Talon II	9d10	15	19+	120	6 int.	SA,B3	14	790	110,000	32	Huge	

Power Level 10t												
Weapon	Damage	Pen	Crit	Range	Ammo	ROF	Spaces	Wt	Price	Avail	Size	
Kali Tesla Cannon	8d6	—	—	1/3	5	SS	50	1,100	600,000	62	Large	
MA RM-126 Multi-Fire Micro Ion Torpedo	120	20	18+	4	9	SA,B3	30	1,325	500,000	50	Huge	
MA-120 Heavy Railgun	11d12+30	22	19+	10	10	SS	30	10,500	200,000	40	Huge	
Mechton Heavy Laser Array	10d12+30	15	19+	8	—	SA	30	1,500	130,000	55	Huge	
Z-80 VRF Rail Gun	7d10+30	12	19+	8	500	B10,A3	15	2,100	500,000	35	Huge	

¹ See the weapon's description for details.

Launched Grenade											
Weapon	PL	Damage	Pen	Crit	Range	Spaces	Wt	Price	Avail		
40mm Anti-Tank Grenade	5t	3d10	15	18+	3/6	1 per belt of 100	5	250	20		
40mm Anti-Mecha Grenade	8t	3d12+6	25	18+	2/4		9	950	35		

Replacing Hands with Weapons

The hands on a mecha can be replaced to allow for larger weapons to be installed in the arms. To represent this by a +5% bonus (2.5% per hand) to the total spaces. Of course this means the mecha can no longer use that hand for manipulation.

Alchemist's Fire Missile/Rocket (3m)

A direct hit deals 10d6 points of fire damage. Every creature within 1 hex (50 feet) of the impact point takes 3d6 points



of fire damage from the splash. On the round following a direct hit, the target takes an additional 4d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC-15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire. The Alchemist Fire Missile has an Intelligence rating of 1 and a Duration of 3.

Equipment Spaces: 2 for launcher. 8 for each four-missile pack. 12 for each six-rocket pack.
Ammo Price: 8,000 cr. per 4-missile/6-rocket pack.
Ammo Availability: 25 per 4-missile/6-rocket pack.
Weight: 70 pounds for Launcher, 100 pounds per missile/rocket.

Tanglefoot Missile/Rocket (3m)

When you launch a tanglefoot at a creature, it comes apart and goo bursts out, entangling the target area and then becoming tough and resilient upon exposure to air. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC-25 Reflex save or be glued to the ground, unable to move. Even on a successful save, it can move only at half speed. Mecha tanglefoot missiles and rockets can effect up to Colossal II size creatures. A flying creature is not stuck to the ground, but it must make a DC-25 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot does not function underwater. A creature that is glued to the ground (or unable to fly) can break free by making a DC-35 Strength check or by dealing 40 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC-20 Concentration check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. Applications of universal solvent to a stuck creature dissolve the alchemical goo immediately; the amount of solvent required is based on the size of the creature. Large creatures require 1, huge 2, gargantuan 3, colossal 4, colossal 5, and colossal II 6. The tanglefoot missile has an Intelligence rating of 1 and a Duration of 3.

Equipment Spaces: 2 for launcher. 8 for each four-missile pack. 12 for each six-rocket pack.
Ammo Price: 8,000 cr. per 4-missile/6-rocket pack.
Ammo Availability: 25 per 4-missile/6-rocket pack.
Weight: 70 pounds for Launcher, 100 pounds per missile/rocket.

BMP-2 30mm Turreted Cannon (4t)

This 30mm weapon is dedicated to use in the Soviet era BMP-2. The base unit has enough room for two 100-round ammo belts.

Equipment Spaces: 5; +2 space per 3 belts.
Ammo Price: 400 cr. per additional 100-round belt.
Ammo Availability: 15 per 100-round belt.
Weight: 340 pounds for weapon, 80 pounds per belt.

M1a2 Abrams 120mm Turreted Tank Cannon (4t)

This 120mm cannon is the primary weapon of the M1a2 Abrams tank. The base unit has enough room for 2 rounds.

Equipment Spaces: 20; +1 space per round.
Ammo Price: 2,400 cr. per additional round.
Ammo Availability: 15 per round.
Weight: 3,500 pounds for weapon, 65 pounds per round.

M2a2 Bradley 25mm Turreted Cannon (4t)

This 25mm cannon is the primary weapon of the M2a2 Bradley APC. The base unit has enough room for two 100-round ammo belts.

Equipment Spaces: 5; +2 space per 3 belts.
Ammo Price: 300 cr. per additional 100-round belt.
Ammo Availability: 15 per 100-round belt.
Weight: 640 pounds for weapon, 80 pounds per belt.

A3X Dragon Flame-Thrower (5t)

Used primarily against soft unarmored targets, the A3X Dragon flame-thrower sprays a burning liquid fuel. Anyone caught within the 3 hex (150 feet) cone is attacked. Reflex save (DC-20) for half damage. The attack is fire damage. The flame-thrower carries enough fuel for 10 attacks.

Equipment Spaces: 10; 2 for each 10 attacks of fuel.
Ammo Price: 600 cr. per 10 shots.
Ammo Availability: 15 per 10 shot tank.
Weight: 180 pounds for Flame-Thrower
 300 pounds for 10 attacks worth of fuel.

GAU-13 Gatling Gun (5t)

This 30mm four-barreled Gatling gun was originally designed for anti-aircraft missions; shortly after being introduced it was found that it also is quite effective in an anti-armor role. The base unit has enough room for two 100-round ammo belts.

Equipment Spaces: 5; +2 space per 3 belts.
Ammo Price: 400 cr. per additional 100-round belt.
Ammo Availability: 15 per 100-round belt.
Weight: 250 pounds for weapon, 80 pounds per belt.

Mk-19 Grenade Launcher (5t)

This 40mm automatic grenade launcher is quite capable of holding its own against higher technology weapons. At lower tech levels it is loaded with anti-tank grenades (5t) but at higher tech levels it can be loaded with fusion shaped charges (Anti-Mecha 8t). The base unit has enough room for 100-round ammo belt.

Equipment Spaces: 5; +2 space per 1 belt.
Ammo Price: By Grenade.
Ammo Availability: By Grenade.
Weight: 130 pounds for weapon, Weight per belt by grenade.

M-53 Firestar Rocket Launcher (5t)

M-53 Firestar rocket launchers fire self-guided incendiary-tipped rockets at any point within range. When the rocket reaches the designated target—which can be a point in mid-air—it explodes, dealing fire damage to everything within 1 hex (50 feet) radius; Reflex save (DC-20) for half damage. The system carries six rockets.

Equipment Spaces: 2 for launcher; 12 for each six-rocket pack.
Ammo Price: 8,000 cr. per 6-rocket pack.
Ammo Availability: 25 per 6-rocket pack.
Weight: 70 pounds for Launcher, 100 pounds per rocket.

M-55 Crud Rocket Launcher (5t)

The M-55 Crud rocket launcher is similar to the M-53 Firestar rocket launcher. M-55 Crud shells release high-velocity shrapnel that deals damage to everything within a 1 hex (50 feet) radius; Reflex save (DC-20) for half damage.

Equipment Spaces: 2 for launcher; 12 for each six-rocket pack.
Ammo Price: 8,000 cr. per 6-rocket pack.
Ammo Availability: 25 per 6-rocket pack.
Weight: 70 pounds for Launcher, 100 pounds per rocket.

M-87 Talon Missile Launcher (5t)

The most common missile launcher installed on mecha, the M-87 Talon deals 9d10 points of damage to its target (Reflex DC-20 for half); half of the damage is fire damage. The missile's guidance system negates the normal penalty for range. The M-87 Talon Missile has an Intelligence rating of 1 and a Duration of 2.

Equipment Spaces: 2 for launcher; 8 for each 4-missile battery.
Ammo Price: 14,000 cr. per 4-missile pack.
Ammo Availability: 26 per 4-missile pack.
Weight: 40 pounds for Launcher, 125 pounds per missile.

M-9 Barrage Chaingun (5t)

Essentially a high-tech version of the medium machinegun, the M-9 Barrage has multiple barrels that fire large-caliber ammunition. The base unit has enough room for two 100-round ammo belts. Each additional equipment space devoted to ammo storage has room for three more ammo belts.

Equipment Spaces: 10; +2 space per 3 belts.
Ammo Price: 400 cr. per additional 100-round belt.
Ammo Availability: 15 per 100-round belt.
Weight: 200 pounds for chaingun, 80 pounds per belt.

PS-15 Panther Claws (5t)

A mecha equipped with these durable alloy claws can tear great rents in most metal plating. The claws can be extended or retracted as a free action.

The claws convert the mecha's slam attack into a claw attack that deals slashing damage. The amount of damage and spaces is based on the mecha's size: Light 2d6, Medium 2d8, Heavy 4d6, X-Heavy 4d10, and Assault 4d12.

The claws are one size category smaller than the mecha's size category.

Equipment Spaces: Light 4 spaces, Medium 5 spaces, Heavy 6 spaces, X-Heavy 7 spaces, and Assault 8 spaces.

Price: 7,000 cr. + 25% frame price.

Weight: 10% of frame weight

Thunderbolt Shock Rod (5t)

The Thunderbolt shock rod is essentially a one-handed metal rod with an electrical current running through the end. Damage is determined by the size of the mecha wielding it: Light 3d10, Medium 5d10, Heavy 7d10, X-Heavy 9d10, and Assault 11d10. Half of the damage is bludgeoning damage, and the other half is electricity damage. Handheld version is good for 20 successful hits.

The shock rod's size category is the same as the mecha's size category.

Equipment Spaces: Light 5 spaces, Medium 6 spaces, Heavy 7 spaces, X-Heavy 8 spaces, and Assault 9 spaces.

Price: 7,000 cr. + 25% frame price.

Weight: 10% of frame weight

TOW Missile Launcher (5t)

This anti-armor missile deals 8d10 points of damage to its target (Reflex DC-20 for half); half of the damage is fire damage. The missile's guidance system negates the normal penalty for range. The TOW Missile has an Intelligence rating of 1 and a Duration of 2.

Equipment Spaces: 2 for launcher; 4 for each 2-missile pack.
Ammo Price: 14,000 cr. per 2-missile pack.
Ammo Availability: 26 per 2-missile pack.
Weight: 70 pounds for Launcher, 125 pounds per missile.

Warpath Recoilless Rifle (5t)

The Warpath recoilless rifle is a rapid-fire cannon that fires shells that detonate on impact. Each shell deals 10d6 points of damage, and the system's magazine holds 20 shells.

Equipment Spaces: 10; 2 for each 20-round magazine.
Ammo Price: 10,000 cr. per magazine.
Ammo Availability: 25 per magazine.
Weight: 100 pounds for weapon, 25 pounds per round.

105mm Cannon (6t)

This is the standard main gun of the Rubicon heavy hover tank. The velocity of its shells makes up for the relative small size of the projectile for a heavy tank. The base unit has enough room for 10 shells.

Equipment Spaces: 23; 3 for each extra 10-round magazine.
Ammo Price: 25,000 cr. per magazine.
Ammo Availability: 25 per magazine.
Weight: 1,400 pounds for weapon, 40 pounds per round.

Corona Microwave Beam (6t)

The Corona microwave beam is the cheapest 6t mecha energy weapon. It deals 5d6 points of fire damage on a successful hit. The handheld version of the Corona Microwave Beam is good for 30 shots.

Equipment Spaces: 10
Weight: 130 pounds for weapon

GAU-19 Avenger (6t)

This high tech heavy machinegun has 6-barrels allowing it to fire .50 caliber projectiles at an incredible rate of fire. The base unit has enough room for two 100-round ammo belts. Every two additional equipment spaces devoted to ammo storage has room for three more ammo belts.

Equipment Spaces: 5; +2 space per 3 belts.

Ammo Price: 400 cr. per additional 100-round belt.

Ammo Availability: 15 per 100-round belt.

Weight: 200 pounds for weapon, 80 pounds per belt.

GAU-2/A Aggressor (6t)

Essentially a high-tech medium gatling gun, the GAU-2/A has 3-barrels that fire 7.62mm ammunition. The base unit has enough room for two 100-round ammo belts. Every two additional equipment spaces devoted to ammo storage has room for three more ammo belts.

Equipment Spaces: 3; +2 space per 3 belts.

Ammo Price: 400 cr. per additional 100-round belt.

Ammo Availability: 15 per 100-round belt.

Weight: 139 pounds for weapon, 80 pounds per belt.

LK8 Armor-Piercing Pike (6t)

This massive carbon-alloy polearm deals piercing damage based on the size of the mecha wielding it: Light 2d10, Medium 4d10, Heavy 6d10, X-Heavy 8d10, and Assault 10d10. The mecha applies one and one-half times its Strength bonus on damage rolls when wielding the weapon with both hands. The pike has an extra 2 squares (10 feet) of reach when using character scale maps.

The armor-piercing pike's size category is one greater than the mecha's size category, up to a maximum size of Colossal II.

Equipment Spaces: Light 8 spaces, Medium 10 spaces, Heavy 14 spaces, X-Heavy 18 spaces, and Assault 22 spaces.

Price: 7,000 cr. + 25% frame price.

Weight: 20% of frame weight.

M-21 Comet Autolaser (6t)

The M-21 Comet Autolaser consists of a rotating ring of laser cannons. The handheld version of this weapon is good for 20 shots.

Equipment Spaces: 15

Weight: 225 pounds for weapon.

M-70 EMP Rocket Launcher (6t)

The M-70 EMP rocket launcher is similar to the M-53 Firestar rocket launcher. An EMP shell releases an electromagnetic pulse that deals electricity damage to everything within its 2 hex burst radius (Reflex-20 for half).

If a mecha takes any damage from an EMP rocket, all crew and passengers aboard the damaged mecha make a Fortitude DC-30 or be dazed for 1 round.

Equipment Spaces: 2 for launcher; 12 for each six-rocket pack.

Ammo Price: 10,000 cr. per 6-rocket pack.

Ammo Availability: 30 per 6-rocket pack.

Weight: 70 pounds for Launcher, 100 pounds per rocket.

M-75 Cricket Rocket Launcher (6t)

The M-75 Cricket rocket launcher is similar to the M-53 Firestar rocket launcher. A Cricket shell releases a sonic pulse that deals sonic damage to everything within its 2 hex (100') burst radius (Reflex DC-20 for half).

If a mecha takes any damage from a Cricket rocket, all crew and passengers aboard the damaged mecha make a Fortitude DC-30 or be deafened for 1d6 rounds.

Equipment Spaces: 2 for launcher; 12 for each six-rocket pack.

Ammo Price: 9,000 cr. per 6-rocket pack.

Ammo Availability: 30 per 6-rocket pack.

Weight: 70 pounds for Launcher, 100 pounds per rocket.

M-100 Energy Missile Launcher (6t)

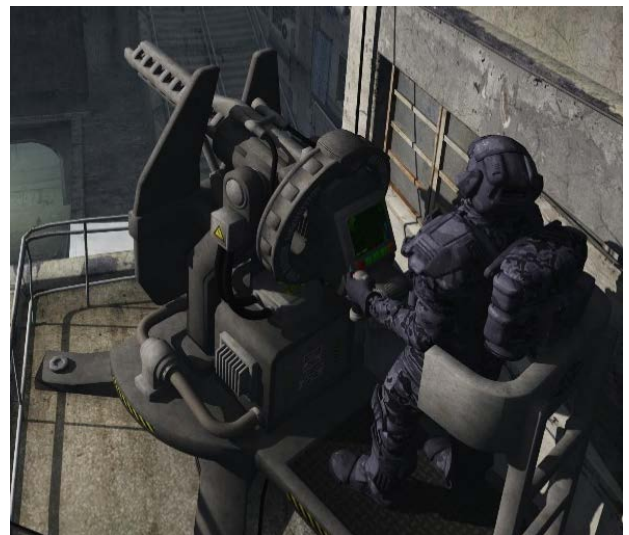
The M-100 energy missile launcher is an earlier version of the M-122. The M-100 deals 8d8 points of damage to its target (Reflex DC-20 for half). The missile's guidance system negates the normal penalty for range. The M-100 has an Intelligence rating of 1 and a Duration of 2.

Equipment Spaces: 2 for launcher; 8 for each four-missile pack.

Ammo Price: 13,500 cr. per 4-missiles pack.

Ammo Availability: 30 per 4-missiles pack.

Weight: 210 pounds for Launcher, 100 pounds per missile.



MA-65 Energy Axe (6t)

This is the mecha version of the energy melee weapon. If used as a hand-held weapon, the energy axe is good for 20 strikes before having to be recharged.

The energy axe deals slashing damage. The amount of damage is based on the mecha's size: Light 4d10, Medium 6d10, Heavy 8d10, X-Heavy 10d10 and Assault 12d10.

The energy axe's size category is the same as the mecha's size category.

Equipment Spaces: Light 6 spaces, Medium 10 spaces, Heavy 14 spaces, X-Heavy 18 spaces, and Assault 22 spaces.

Price: 7,500 cr. + 25% frame price.

Weight: 15% of Frame.

MA-70 Energy Mace (6t)

This is the mecha version of the energy melee weapon. If used as a hand-held weapon, the energy mace is good for 20 strikes before having to be recharged.

The energy mace deals bludgeoning damage. The amount of damage is based on the mecha's size: Light 3d10, Medium 5d10, Heavy 7d10, X-Heavy 9d10, and Assault 11d10.

The energy mace's size category is the same as the mecha's size category.

Equipment Spaces: Light 6 spaces, Medium 10 spaces, Heavy 14 spaces, X-Heavy 18 spaces, and Assault 22 spaces.

Price: 12,000 cr. + 25% frame price.

Weight: 15% of frame weight.

MA-82 Energy Sword (6t)

This is the mecha version of the energy melee weapon. If used as a hand-held weapon, the energy sword is good for 20 strikes before having to be recharged.

The energy sword deals slashing damage. The amount of damage is based on the mecha's size: Light 3d10, Medium 5d10, Heavy 7d10, X-Heavy 9d10, and Assault 11d10.

The energy sword's size category is the same as the mecha's size category.

Equipment Spaces: Light 6 spaces, Medium 10 spaces, Heavy 14 spaces, X-Heavy 18 spaces, and Assault 22 spaces.

Price: 13,000 cr. + 25% frame price.

Weight: 10% of frame weight.

NKP Puma Pop-Up Turret (6t)

The NKP Puma pop-up turret is a miniature plasma cannon concealed under a breakaway hatch in a mecha's hull. A triumph of miniaturization, it packs significant wallop in a small, versatile (it can be installed in any equipment spaces) package.

Due to this weapon being plasma based on a successful critical hit it inflicts 3d6 plasma damage for 3 turns.

Equipment Spaces: 10

Weight: 120 pounds for weapon.

NT HB20 Heavy Bolt Machinegun (6t)

Essentially a larger version of the bolt rifle, the heavy bolt machinegun has multiple barrels that fire large-caliber exploding ammunition. The base unit has enough room for two 100-round ammo belts. Each additional equipment space devoted to ammo storage has room for two more ammo belts. Each additional ammo belt has a frame price of 400 credits.

Equipment Spaces: 10; +1 space per 2 belts.

Ammo Price: 400 cr

Ammo Availability: 20

Weight: 120 pounds for weapon, 100 pounds per belt

T-95 Cavalcade Chaingun (6t)

More compact and powerful than the M-9 Barrage chaingun, the M-95 Cavalcade has multiple barrels that fire large-caliber ammunition, dealing ballistic damage on a successful

hit. The base unit has enough room for two 100-round ammo belts. Each additional equipment 2 spaces devoted to ammo storage there is room for two additional ammo belts.

Equipment Spaces: 10; +2 space per 2 belts.

Ammo Price: 700 cr. for ammo belt.

Ammo Availability: 20 for ammo belt.

Weight: 160 pounds for weapon, 80 pounds per belt.

Typhoon 240 Laser Cannon (6t)

Reliable laser cannon, the Typhoon 240 deals a substantial amount of damage with a successful attack. The handheld version of this weapon is good for 10 shots.

Equipment Spaces: 20

Weight: 220 pounds for weapon.

100mm Plasma Cannon (7t)

This reliable plasma cannon is the main weapon of the Ravager light grav tank. This weapon may not be mounted as a handheld weapon on a mecha.

On a successful critical hit this weapon inflicts an additional 3d8 plasma damage for 3 turns due to it being plasma-based.

Equipment Spaces: 30

Weight: 700 pounds for weapon.

205mm Plasma Cannon (7t)

This heavy plasma cannon is the main weapon of the Intrepid heavy grav tank and is designed to deliver devastating damage to a target. This weapon may not be mounted as a handheld weapon on a mecha.

On a successful critical hit this weapon inflicts an additional 3d8 plasma damage for 3 turns due to it being plasma-based

Equipment Spaces: 45

Weight: 3,500 pounds for weapon.

Chrysanthemum Laser Array (7t)

A barrage of phosphorus lasers deal massive damage to the mecha's surroundings. Everything within 3 hexes of the mecha (but not the mecha itself) takes an automatic hit. Once fired, the Chrysanthemum laser array becomes nonfunctional and must be replaced, making this a weapon of last resort.

Equipment Spaces: 10

Weight: 250 pounds for weapon.

M-300 Rhino Mass Cannon (7t)

The M-300 Rhino mass cannon charges a small bit of matter with incredible gravitational energy, then hurls it at the target, where its increased gravitational pull causes it to slam into the target like a wrecking ball.

Equipment Spaces: 24; 4 spaces per 100 rounds.

Ammo Price: 1,000 cr. per additional 100 rounds.

Ammo Availability: 10 per additional 100 rounds

Weight: 130 pounds for weapon, 5 pounds per round of ammunition

PS-25 Tiger Claws (7t)

An improvement over the PS-15 Panther claws, PS-25 Tiger claws have monofilament edges that shear through armor plating like knives through butter. They can be extended or retracted as a free action.

The claws convert the mecha's slam attack into a claw attack that deals slashing damage. The amount of damage is based on the mecha's size: Light 6d8, Medium 8d8, Heavy 10d8, X-Heavy 12d8, and Assault 14d8. The claws are one size category smaller than the mecha's size category.

Equipment Spaces: Light 3 spaces, Medium 5 spaces, Heavy 7 spaces, X-Heavy 9 spaces, and Assault 11 spaces.

Price: 7,000 cr. + 25% frame price

Weight: 10% of frame weight

Tsunami 480 Plasma Cannon (7t)

The Tsunami 480 plasma cannons have two aperture settings: focused beam and wide-angle beam. The mecha operator can switch between settings as a move action. The focused beam fires a concentrated beam of plasma doing massive damage with a successful ranged attack. Information for the focused beam is listed on the weapons table. On the wide-angle setting, the weapon attacks everything within a 1 hex burst for plasma damage. Critical hits are not possible on the wide-angle setting. The handheld version of this weapon is good for 10 shots.

On a successful critical hit this weapon inflicts an additional 3d8 plasma damage for 3 turns, due to it being plasma-based

Equipment Spaces: 30

Weight: 350 pounds for weapon

X-13 Rapid Fire Micro-Missile Launcher (7t)

This missile launcher fires burst of micro missiles at the target. These tiny missiles can pack quite a punch for their size. Each magazine holds 50 micro missiles.

Equipment Spaces: 10; 10 for each 50-rocket pack.

Ammo Price: 11,000 cr. per 50-rocket pack

Ammo Availability: 22 per 6-rocket pack

Weight: 15 pounds for Launcher, 25 pounds per magazine

XJ-A Python Electro-Whip (7t)

The XJ-A Python is an electrified cable with embedded servomotors that wrap around the target. The Python deals electricity damage according to the attacking mecha's size: Light 2d10, Medium 4d10, Heavy 6d10, X-Heavy 8d10, and Assault 10d10. It has an extra 3 squares (15 feet) of reach in character scale and 1 hex reach in mecha scale. The handheld version of this weapon is good for 20 successful hits.

When using the Python, you get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent).

Because it can wrap around an enemy's leg or other limb, you can make a trip attack with it by succeeding at a melee touch attack. If you are tripped during your own trip attempt, you can drop or detach the electro-whip to avoid being tripped.

The Python electro-whip's size category is the same as the mecha's size category.

Equipment Spaces: Light 8 spaces, Medium 10 spaces, Heavy 12 spaces, X-Heavy 14 spaces, and Assault 16 spaces.

Price: 7,000 cr. + 25% frame price.

Weight: 10% of frame weight

Avenger Electro-Scimitar (8t)

The Avenger electro-scimitar is a lightweight and efficient one-handed melee weapon.

Damage for the energy scimitar is based on the size of the mecha wielding it: Light 3d8, Medium 6d8, Heavy 9d8, X-Heavy 12d8, and Assault 15d8. Half of the damage the energy sword deals is slashing damage, and the other half is electricity damage.

The electro-scimitar's size category is the same as the mecha's size category. The handheld version of this weapon is good for 20 successful hits.

Equipment Spaces: Light 6 spaces, Medium 10 spaces, Heavy 14 spaces, X-Heavy 18 spaces, and Assault 22 spaces.

Price: 10,000 cr. + 25% frame price.

Weight: 20% of frame weight

Force Field Nullification Cannon (8t)

This is an enlarged heavier version of the man-portable force field nullifications rifle. If a mecha size target or smaller with a force field is struck with the beam from this weapon the force field is dropped for 10 minutes. The weapon does not damage targets other than force fields. The handheld version of this weapon is good for 10 shots.

Equipment Spaces: 100

Weight: 3,000 pounds for weapon

LT-5 Longshot Mass Driver (8t)

Mass drivers fire hyper-accelerated spent-uranium slugs at the target, dealing damage strictly through the massive kinetic energy the round imparts to the target.

Equipment Spaces: 20 for weapon; 2 space for each 10-round ammo bay.

Ammo Price: 8,000 cr. per magazine.

Ammo Availability: 25 per magazine.

Weight: 1,160 pounds for weapon, 50 pounds per round of ammo.

M-122 Energy Missile Launcher (8t)

This enhanced explosive device applies the technology of the energy axe and sword to an explosive charge. The missile's guidance system negates the normal penalty for range. The M-122 Energy Missile has an Intelligence rating of 1 and a Duration of 3.

Equipment Spaces: 10 for launcher; 8 for each 4-missile battery.

Ammo Price: 15,000 cr. per 4-missile pack.

Ammo Availability: 26 per 4-missile pack.

Weight: 40 pounds for Launcher, 125 pounds per missile.

M-105 Energy Rocket Launcher (8t)

The M-105 is the rocket version of the M-122. It is cheaper to operate but just as deadly. It is very common to see M-105 being operated in batteries to saturate an area with fire.

Equipment Spaces: 2 for launcher; 12 for each six-rocket pack.

Ammo Price: 11,000 cr. per 6-rocket pack

Ammo Availability: 30 per 6-rocket pack

Weight: 70 pounds for Launcher, 100 pounds per rocket



MA Corsair Plasma Cutlass (8t)

This is a mecha-sized version of the normal plasma cutlass. The plasma cutlass has three different power settings, each doing a different amount of damage based on the size of the mecha. A plasma cutlass has 30 charges when installed as a handheld weapon. After 30 charges are used the plasma cutlass must cool for 3 rounds before being used again. If the Manzala Arms Corsair Plasma Cutlass is installed as a handheld (non-integral) weapon, the weight is double the normal amount for a handheld weapon. It is a free action to change settings.

On a successful critical hit it inflicts 2d8 plasma damage per charge used for 3 turns, due to this weapon being plasma based

The plasma cutlass's size category is the same as the mecha's size category.

Table 8.30: Corsair Plasma Cutlass Damage Levels

Power Setting	Charges Used	Light	Med.	Heavy	X-Heavy	Assault
Low	1	3d8	5d8	7d8	9d8	11d8
Medium	2	3d10	5d10	7d10	9d10	11d10
High	3	3d12	5d12	7d12	9d12	11d12

If the plasma cutlass is an integral weapon, the power drain of this weapon has an effect on the performance of the mecha. At low power the mecha is given a Damage Resistance 10 shield; at High power it reduces the mecha's speed by 1 for the entire turn.

Equipment Spaces: Light 8 spaces, Medium 10 spaces, Heavy 12 spaces, X-Heavy 14 spaces, and Assault 16 spaces.

Price: 7,500 cr. + 25% frame price

Weight: 20% of frame weight

MA TM-20 Micro Ion Torpedo Launcher (8t)

This deadly weapon is a smaller version of the ion torpedoes used by starships. It does a set amount of damage and has a high critical rating making it a devastating weapon. The maximum range of this weapon is 15 times the range increment instead of 10 times.

Equipment Spaces: 25; 15 for each 6 torpedo pack

Ammo Price: 20,000 cr. per 6 torpedo pack

Ammo Availability: 26 per 6 torpedo pack

Weight: 250 pounds for Launcher, 125 pounds per torpedo.

NT IR-5 Infrared Blaster Cannon (8t)

This is an enlarged heavier version of the man-portable infrared blaster rifle. This weapon, commonly referred to as a "Blister Cannon", fires a beam invisible beam of energy that heats to target to extreme temperatures, causing fire damage. If the weapon is used as a handheld weapon it has enough power for 20 shots.

Equipment Spaces: 10

Weight: 400 pounds for weapon

NT VB-11 Vibro Blade (8t)

This is the mecha version of the venerable vibro blade. Like its smaller cousin, it cuts through 20 hardness/damage reduction. If used as a hand-held weapon, it has 20 charges. One charge is used each time a target is struck.

The vibro blades deal slashing damage. The amount of damage is based on the mecha's size: Light 2d12, Medium 4d12, Heavy 6d12, X-Heavy 8d12, and Assault 10d12.

The vibro blade's size category is the same as the mecha's size category.

Equipment Spaces: Light 6 spaces, Medium 8 spaces, Heavy 10 spaces, X-Heavy 14 spaces, and Assault 16 spaces.

Price: 60,000 cr. + 25% frame price

Weight: 10% of frame weight

NT VD-18 Vibro Dagger (8t)

This is the mecha version of the venerable vibro dagger. Like its smaller cousin, it cuts through 20 hardness/damage reduction. If used as a hand-held weapon, it has 20 charges. One charge is used each time a target is struck.

The vibro dagger deals slashing damage. The amount of damage is based on the mecha's size: Light 2d8, Medium 4d8, Heavy 6d8, X-Heavy 8d8, and Assault 10d8.

The vibro dagger's size category is one mecha's size category smaller.

Equipment Spaces: Light 4 spaces, Medium 6 spaces, Heavy 8 spaces, X-Heavy 10 spaces, and Assault 12 spaces.

Price: 50,000 cr. + 25% frame price

Weight: 5% of frame weight

RP-91 Reaper Laser Scythe (8t)

The RP-91 Reaper Laser Scythe is a two-handed melee weapon with a crystal carbon shaft housing laser and

magnetic field generators. When activated by the mecha operator, it suspends a laser beam within a razor-thin magnetic “envelope” shaped like a farmer’s scythe.

Damage with a successful melee attack depends on the size of the wielding mecha: Light 4d10, Medium 6d10, Heavy 8d10, X-Heavy 10d10, and Assault 12d10. Half of the damage the energy weapon deals is slashing damage, and the other half is fire damage. The mecha applies one and one-half times its Strength bonus on damage rolls when wielding the weapon.

The laser scythe’s size category is one size category larger than the mecha’s size category, up to a maximum size of Colossal II. The handheld version of this weapon is good for 20 successful hits.

Equipment Spaces: Light 8 spaces, Medium 12 spaces, Heavy 16 spaces, X-Heavy 22 spaces, and Assault 26 spaces.

Price: 10,000 cr. + 25% frame price

Weight: 25% of frame weight

Blazer 600 Plasma Cannon (9t)

The Blazer 600 is an adaption of the standard light plasma cannon used on aerospace fighters. The handheld version of this weapon is good for 10 shots.

On a successful critical hit it inflicts 3d10 plasma damage for 3 turns, due to this weapon being plasma- based.

Equipment Spaces: 20

Weight: 1,000 pounds for weapons

MA-60 Laser Pulse Gun (9t)

The Manzala Arms Model 60 is an adaption of the standard light pulse gun used on aerospace fighters. The handheld version of this weapon is good for 50 shots.

Equipment Spaces: 20

Weight: 2,000 pounds for weapon

MA-235 Railgun (9t)

The Manzala Arms Model 235 railgun is an adaption of the standard light railgun used on aerospace fighters.

Equipment Spaces: 13 for weapon. 2 space per 10 shot magazine.

Ammo Price: 10,000 cr. per magazine.

Ammo Availability: 25 per magazine.

Weight: 1,400 pounds for weapon, 10 pounds per round of ammo

Mechton Light Laser Array (9t)

The Mechton Light Laser Array is an adaption of the standard light laser array used on aerospace fighters. The handheld version of this weapon is good for 20 shots.

Equipment Spaces: 22

Weight: 1,000 pounds for weapon

N6 Stun Missile Launcher (9t)

The N6 missile is based on the stun beam system used on 9t starships. Its purpose is to temporarily disable a target mecha while doing a minimal amount of damage.

If the “damage” from the stun beam exceeds the targets hardness and the target does not have shields, the target can

take no actions for 1d2 rounds. If used against targets without a deflection or hardness rating they must make a Fortitude check with a DC equal to the damage caused by the stun missile or be disabled for 1d6 minutes. The effects of the stun beams are cumulative. The N6 Stun Missile has an Intelligence rating of 5 and a Duration of 2.

Equipment Spaces: 2 for launcher; 8 for each 4-missile battery.

Ammo Price: 20,000 cr. per 4-missile pack.

Ammo Availability: 30 per 4-missile pack.

Weight: 40 pounds for Launcher, 185 pounds per missile.

NT Devastar Disruptor Cannon (9t)

Essentially a larger version of the man-portable disruptor rifle. This weapon has been enlarged to be able to affect mecha class targets. If an unshielded mecha is struck by the beam of a disruptor cannon the crew of the mecha must make Fortitude (DC-30), if the attack succeeds the mecha is stunned for 1d4 rounds in addition to the damage caused by the attack. Shielded mecha struck by a disruptor cannon take normal damage. If used as a hand-held weapon the disruptor cannon has 10 charges.

Equipment Spaces: 20

Weight: 2,000 pounds for weapon

Y-10 Rapid Fire Talon II Missile Launcher (9t)

The Y-10 is a major upgrade to the Talon missile system, allowing Talon missiles to be fired at a rapid rate. The Talon II deals 9d10 points of damage to its target (Reflex DC-20 for half); half of the damage is fire damage. The missile’s guidance system negates the normal penalty for range. The Y-10 Talon II Missile has an Intelligence rating of 5 and a Duration of 3.

Equipment Spaces: 2 for launcher; 12 for each 6-missile battery.

Ammo Price: 14,000 cr. per 6-missile pack.

Ammo Availability: 26 per 6-missile pack.

Weight: 40 pounds for Launcher, 125 pounds per missile.

MA-120 Heavy Railgun (10t)

The Manzala Arms Model 120 heavy railgun is an adaption of the starship class railgun.

Equipment Spaces: 30 for weapon, 2 space per 10 shot magazine.

Ammo Price: 20,000 cr. per magazine

Ammo Availability: 35 per magazine

Weight: 10,000 pounds for weapon, 50 pounds per round of ammo

Mechton Heavy Laser Array (10t)

The Mechton Corporation has adapted the starship class laser array for use on mecha sized vehicles. The handheld version of this weapon is good for 10 shots.

Equipment Spaces: 30

Weight: 1,500 pounds for weapon

MA RM-126 Multi-Fire Micro Ion Torpedo Launcher (10t)

This is a major upgrade of the 8t micro ion torpedo launcher. It carries more rounds and is capable of burst fire. It does a set amount of damage and has a high critical rating making it a devastating weapon. The maximum range of this weapon is 15 times the range increment instead of 10 times.

Equipment Spaces: 12 for launcher; 18 for each 9 torpedo pack.
Price: 36,000 cr. per 9 torpedo pack.
Availability: 26 per 9 torpedo pack.
Weight: 200 pounds for Launcher, 125 pounds per torpedo.

Kali Tesla Cannon (10t)

This is an enlarged version of the 10t tesla gun. It fires a black energy beam that destroys any living things struck by it. If this weapon strikes a mecha without a force field, the crew of the mecha takes ½ the damage of the attack directly to wounds. Creatures with a hardness rating or a damage rating greater than 10 are considered mecha for this weapon. Anything with an active force field that is struck by this weapon does not take any damage. If this weapon is used as a hand-held weapon it has 5 charges. If used against a soft target without a force field it does full damage to the targets wounds.

Equipment Spaces: 50
Weight: 1,100 pounds for weapon

Z-80 VRF Railgun (10t)

The Z-80 VRF (Very Rapid Fire) Railgun fires smaller projectiles than other mecha railguns, but it makes up for this with the sheer volume of projectiles it fires. The Z-80 is exceptional at area suppression, increasing the TN for dodging autofire by +2.

Equipment Spaces: 10 for weapon, 5 space per 500 shot magazine.
Ammo Price: 10,000 cr. per magazine.
Ammo Availability: 25 per magazine.
Weight: 2,000 pounds for weapon, 100 pounds per magazine of ammo

9. MISCELLANEOUS EQUIPMENT

Installing a piece of miscellaneous equipment on a mecha requires a Repair check with a DC = to ½ the systems Availability (minimum of 20). The check is made after investing an amount of time determined by the mecha’s size: Light 1 hours, Medium 3 hours, Heavy 4 hours, X-Heavy 7 hours, and Assault 10 hours. If the system occupies more than one equipment space on the mecha, multiply the installation time by the number of spaces.

This section describes various other pieces of mecha equipment that do not fall neatly under the other categories, including a variety of electrical systems.

Magelar Armor Lining (5m)

Magelar armor lining is created in by a combination of alchemy and magic in an effort to combat magic. Each level of magelar armor lining increases the mecha’s spell resistance by its rating.

Table 8.31: Magelar Armor Lining			
Type	Price	Availability	Bonus
Mark I	10% Armor Price	37	+1
Mark II	15% Armor Price	41	+2
Mark III	20% Armor Price	45	+3
Mark IV	25% Armor Price	49	+4
Mark V	30% Armor Price	53	+5

Equipment Spaces: 5% Frame Spaces
Weight: 20% Frame Weight.
Availability: 15

AV Transmitter (5t)

A remote audio-visual unit consists of a video camera and microphone connected to the mecha’s visual and audio sensors, with a transmitter to send the information to a computer or a remote control unit (see Remote Control Unit, Equipment chapter). The AV transmitter includes a transmitter with an effective range of 1,000 feet. This unit does not allow a remote operator to control the mecha, it merely allows the operator to see and hear what the mecha sees and hears.

Equipment Spaces: 1
Weight: 100
Price: 5,000 cr.
Availability: 10



Blow Through Concealment (5t)

This form of concealment involves using covers that are destroyed the first time the weapon is fired. The advantage is that it is much cheaper and lighter other forms of concealment. Detecting a concealed weapon requires a Sensor Operations DC-25. This can be increased by increasing the shielding which is an additional 100 credits and 1 space per point.

Equipment Spaces: 10% spaces of Weapon (Min of 1)

Weight: 10 per Space

Price: 100 cr. per space

Availability: 10

Bulwark Tactical Shield (5t)

The Bulwark tactical shield is a high-tech version of the shields carried by knights of old. It is worn on one of the mecha's arms. It improves the mecha's bonus to Armor Class by +4.

Table 8.32: Bulwark Tactical Shield

Mecha Size	Equipment Spaces
Light	2
Medium	4
Heavy	8
X-Heavy	16
Assault	32

Weight: 20% Frame Weight

Price: 3,500 + 25% Frame Price

Availability: 15

Cargo Space (5t)

This component sets up dedicated cargo space within the mecha. This space is in addition to the amount of weight that the mecha can normally carry. Each equipment space dedicated to cargo can store 100 pounds of cargo.

Equipment Spaces: 1

Weight: 100 pounds per Space

Price: 1,000 cr. per Space

Availability: 10

Cockpit Armor (5t)

This component provides protection to a crew member against damage taken to the cockpit during combat. The most common source of cockpit damage is critical hits. Cockpit armor is purchased per occupant of a cockpit and comes in three different levels of protection.

Table 8.33: Cockpit Armor

Mark	Hardness	Spaces	Weight	Price	Avail
I	3	2	1,500	5,000	25
II	5	4	2,000	10,000	35
III	8	6	3,000	20,000	40

Cockpit, Copilot (5t)

This extra cockpit provides a comfortable station inside the mecha for a Small or Medium-size copilot. A copilot has the ability to fire the mecha's ranged weapons, perform active scans using the mecha's sensor systems, or aid the pilot's attacks and skill checks (using the aid another action). Melee

combat, defense, and movement remain under the control of the mecha's operator in the main cockpit. A copilot grants the mecha one additional attack action in a round. The mecha operator or copilot can transfer weapon control as a free action.

As a move action, the mecha's operator can lock out one or more copilot cockpits, shutting off the cameras, locking the hatches, and so on.

It takes a successful Computer check (DC-25 if the operator is disabled, 35 if the operator is still active) to switch overall control of the mecha to a copilot cockpit.

Equipment Spaces: 3

Weight: 1,000 pounds

Price: 10,000 cr.

Availability: 15

Cockpit, Joined (5t)

It is possible to have more than one person in the same cockpit area, in place of separate cockpits. This is called a joined cockpit. It is possible to have a mix of joined and normal cockpits, for example, the pilot is in a normal cockpit and the gunners are in a joined cockpit. Each additional pilot/gunner position uses 3 spaces and each additional passenger only position uses 2 spaces. Add two spaces for a Large crew position.

Equipment Spaces: 2+

Price: 3,000 cr. per Space.

Availability: 18

Weight: 350 pounds per space.

Cockpit Large, Copilot (5t)

This extra cockpit provides a comfortable station inside the mecha for a Large copilot. A copilot has the ability to fire the mecha's ranged weapons, perform active scans using the mecha's sensor systems, or aid the pilot's attacks and skill checks (using the aid another action). Melee combat, defense, and movement remain under the control of the mecha's operator in the main cockpit. A copilot grants the mecha one additional attack in a round. The mecha operator or copilot can transfer weapon control as a free action.

As a move action, the mecha's operator can lock out one or more copilot cockpits, shutting off the cameras, locking the hatches, and so on.

It takes a successful Computer check (DC-25 if the operator is disabled, 35 if the operator is still active) to switch overall control of the mecha to a copilot cockpit.

Equipment Spaces: 5

Price: 10,000 cr.

Availability: 18

Weight: 1,200 pounds

Cockpit, Passenger (TL 5)

This extra cockpit merely provides a comfortable place inside the mecha for a Small or Medium-size passenger to sit. The passenger can't do anything other than observe the surroundings (seeing exactly what the mecha's operator sees), communicate privately with the operator, publicly over open frequencies, and leave the cockpit as a full-round action. As a move action, the operator can prevent any of

the above by shutting off the cameras, locking the hatch, and so on.

Equipment Spaces: 2

Price: 12,000 cr.

Availability: 15

Weight: 1,000 pounds

Cockpit Large, Passenger (5t)

This extra cockpit merely provides a comfortable place inside the mecha for a Large passenger to sit. The passenger cannot do anything other than observe the surroundings (seeing exactly what the mecha's operator sees), communicate privately with the operator, publicly over open frequencies, and leave the cockpit as a full-round action. As a move action, the operator can prevent any of the above by shutting off the cameras, locking the hatch, and so on.

Equipment Spaces: 3

Price: 12,000 cr.

Availability: 18

Weight: 1,200 pounds

Cockpit, Pilot (5t)

This cockpit provides a comfortable station inside the mecha for a Small or Medium-size pilots.

Equipment Spaces: 3

Price: 10,000 cr.

Availability: 10

Weight: 1,000 pounds

Cockpit, Large, Pilot (5t)

This cockpit provides a comfortable station inside the mecha for a Large pilot.

Equipment Spaces: 5

Price: 10,000 cr.

Availability: 18

Weight: 1,200 pounds

Comm System, Basic (5t)

The mecha is equipped with a radio transceiver that can transmit on multiple frequencies in either LOS (line of sight) or omni-directional mode. It can handle up to ten simultaneous two-way conversations. Additional comm systems can be installed to increase communication capabilities. Each comm system has a base range of 100 miles.

Equipment Spaces: 1

Weight: 1,000 pounds

Price: 14,000 cr.

Availability: 10

Concealed Weapons (5t)

This component involves hiding weapons behind sliding hatches and doors that are shielded from sensors. This allows them to be hidden not just from sight but from electronic sensors. Detecting the weapons requires a Sensor Operations DC-28 check, this DC can be increased by +2 for each +1 space and +250 credits spend on the concealed weapon.

Equipment Spaces: 20% of Weapon (Min of 1)

Weight: 50 per Space

Price: 250 cr. per Space

Availability: 15

Enhanced Power Supply (5t)

An enhanced power supply allows a mecha to go an additional 24 hours without recharging. This accessory can be purchased several times for a mecha.

Equipment Spaces: +5% to Power Plant Spaces

Weight: 1% of Power Plant Weight

Price: 10,000 cr. + 10% Power Plant Price

Availability: 15

Ejection Seat (5t)

This special seat is designed to be launched out of the top of the mecha in case of catastrophic damage. Firing the ejection seat is a firing action or movement action. The seat is launched into the air and floats down on a parachute or carried by air elementals depending on power levels involved. In either case it lands safely two hexes away.

Equipment Spaces: 1

Weight: 250

Price: 1,000 cr.

Availability: 10

Fake Weapons (5t+)

These weapons appear to be the real thing until damaged or a Sensor Operations DC-28 is made against the weapon.

The fake weapon is purchased at the tech level of the mecha.

Equipment Spaces: 20% of Real Weapon

Weight: 50 per Space

Price: 250 cr. per Space

Availability: 15

Integrated Equipment (Special)

Mechas will occasionally have equipment built into them to either aid their builder or to aid in their work. The power level of integrated equipment is based on the equipment installed.

To determine the maximum number of integrated pieces of equipment that can be installed consult Table 8.34:

Integrated Equipment. Increase the price of any integrated equipment by +20% due to the modifications that need to be made to integrate the device into the mechas systems.

The prices listed in the table do not include the equipment being integrated.

Table 8.34: Integrated Equipment

Frame Size	Max. Equipment	Price	Avail
Light	3	350	15
Medium	4	600	20
Heavy	5	1,000	20
X-Heavy	6	1,800	20
Assault	8	3,000	20

The number of spaces taken up by an integrated piece of equipment is based on the size of the item.

Table 8.35: Integrated Equipment Spaces		
Size of Equipment	Spaces	Size Requirement
Fine	0.5	
Diminutive	1	
Tiny	2	
Small	5	
Medium	10	
Large	25	Medium or Larger
Huge	40	Heavy or Larger
Gargantuan	50	X-Heavy or Larger

Life Support System (5t)

The mecha's life support system provides a closed environment, allowing the mecha operator to ignore the effects of inhaled poisons and immersion in water. The onboard air supply lasts for 24 hours. Air supply can be extended by 24 hours per each additional 2 space allocated.

Equipment Spaces: 5 per Cockpit

Weight: 1,500 pounds

Price: 9,000 cr.

Availability: 13

Magnetic Feet (5t)

Electromagnetic grippers that allow the mecha to cling to ferrous surfaces, including iron and steel. The mecha using its magnetic feet gains a climb speed of 1 hex (20 feet in character scale) and need not make Athletics checks to scale ferrous surfaces.

Equipment Spaces: 1% of Frame Spaces

Weight: 1% of Frame Weight

Price: 5,000 cr.

Availability: 10

Manipulators, Additional (5t)

Without some kind of manipulating appendage, mechas cannot lift or move objects. Manipulators can be as crude as a simple probe or as complex as a five-fingered hand.

A light mecha may have up to two functioning manipulators (including the free set of hands). Larger mechas may be equipped with a greater number of functioning manipulators, as determined by their size:

Table 8.36: Mecha Manipulators	
Mecha Size	Manipulators
Light	Up to 2
Medium	Up to 4
Heavy or X-Heavy	Up to 8
Assault	Up to 16

Size: A manipulator, as an object, is usually two size categories smaller than the mecha for which it is designed; for example, a hand designed for a light mecha can be considered a Small object. A manipulator's size is usually important only for portability and concealment purposes.

Damage: Mechas can use their manipulators as melee weapons, dealing damage based on the type of manipulator and the mecha's frame size (see Table 8.37: Manipulator Damage).

Equipment Spaces: The number of mecha spaces that are taken up by each additional set of manipulators after the first. The first set of manipulators is considered to be the primary manipulators.

Table 8.37: Manipulator Damage					
Manipulator Type	Mecha Size				
	Light	Medium	Heavy	X-Heavy	Assault
Advanced Hand	1d8	2d6	2d8	4d6	4d8
Claw	2d6	2d8	4d6	4d8	3d10
Hand	1d8	2d6	2d8	4d6	4d8
Jaws	1d8	2d6	2d8	4d6	4d8
Pincer	1d8	2d6	2d8	4d6	4d8
Probe	1d6	1d8	2d6	2d8	4d6
Special-Use Gripper	1d8	2d6	2d8	4d6	4d8
Task Hand	1d8	2d6	2d8	4d6	4d8

Claw (5t)

Claws resemble pincers, but the opposed surfaces cover the length of the appendage. Claws suffer the same handicaps as pincers when attempting tasks involving manual dexterity, but they deal greater damage. Claws have a penetration equal to ½ the mechas hardness.

Equipment Spaces: 5% of Frame Spaces

Weight: 10% of Frame Weight

Price: 10,000 cr. + 20% of Frame Price

Availability: 5



Hand (5t)

A hand is a step up from a claw, in that it has more digits—usually three or four, total. Hands are a bit more adaptable as well, imposing only a –2 penalty when attempting tasks involving manual dexterity.

Equipment Spaces: +5% of total spaces

Weight: 10% of Frame Weight

Price: 10,000 cr. + 20% of Frame Price

Availability: 5

Jaws (5t)

Mechanical jaws are essentially large clamps with teeth. Jaws have a penetration equal to ½ the mecha's hardness.

Equipment Spaces: 5% of Frame Spaces

Weight: 10% of Frame Weight

Price: 10,000 cr. + 20% of Frame Price

Availability: 5

Pincer (5t)

A pincer is a two-fingered, claw-like appendage that focuses all the grip strength on a pair of opposed surfaces, rather like a pair of tongs. Pincers allow the mecha to manipulate and lift objects without much difficulty, but objects specifically made for humanoid hands (like firearms) are usually beyond the pincers' ability to operate. At the GM's discretion, tasks involving manual dexterity suffer a –4 penalty for a mecha equipped with pincers. Pincers have a penetration equal to ½ the mechas hardness.

Equipment Spaces: 5% of Frame Spaces

Weight: 10% of Frame Weight

Price: 5,000 cr. + 20% of Frame Price

Availability: 5

Probe (5t)

Similar to a special-use gripper, a probe is simply an instrument of some kind, meant to measure torque, temperature, or some other factor. If the mecha attempts to manipulate or lift an object with a probe, it takes a –4 penalty on the check.

Equipment Spaces: 5% of Frame Spaces

Weight: 10% Frame Weight

Price: 5,000 cr. + 20% of Frame Price

Availability: 5

Special-Use Gripper (5t)

The mecha has a manipulator designed for a specific task. When the mecha uses a special-use gripper for a task other than its intended task, the mecha suffers a –4 penalty on the check if the check involves manual strength or dexterity.

Equipment Spaces: 5% of Frame Spaces

Weight: 10% Frame Weight

Price: 5,000 cr. + 20% of Frame Price

Availability: 5

Advanced Hand (7t)

Advanced hands are essentially the same in structure as human hands, though some might have additional fingers for specialized work. Advanced hands suffer no penalties when attempting tasks involving manual dexterity.

Equipment Spaces: 5% of Frame Spaces

Weight: 10% Frame Weight

Price: 25,000 cr. + 20% of Frame Price

Availability: 15

Task Hand (7t)

Task hands function just like advanced hands, except that they are equipped with additional joints and often with additional or telescoping digits, enabling them to

multitask, as well as to spread the mecha's grip strength over a slightly wider area.

A mecha with a task hand gains a +1 bonus on Demolitions, Perception (involving the hand), and Repair checks. This bonus improves to +2 if the mecha has two or more task hands.

Equipment Spaces: 5% of Frame Spaces

Weight: 10% Frame Weight

Price: 30,000 cr. + 20% of Frame Price

Availability: 18

Robolink (5t)

It allows a remote operator to control a mecha's actions from afar. It also enables the operator to shut down and activate the mecha. The effective range of the robolink's transmitter is 1,000 feet (20 mecha hexes). To control a mecha equipped with a robolink, the operator requires a remote control unit (see equipment chapter).

Equipment Spaces: 3

Weight: 500

Price: 5,000 cr.

Availability: 20

Self-Destruct System (5t)

A self-destruct system ensures that a mecha cannot be captured, dissected for information, or used against its builders. Installing a mecha self-destruct system requires a Demolitions check (DC-30) instead of a Craft check and takes an amount of time as determined by the mecha's type:

Table 8.38: Self Destruct System Installation times

Mecha Size	Time
Light	60 hours
Medium	120 hours
Heavy	240 hours
X-Heavy	480 hours
Assault	960 hours

If the Demolitions check fails by 10 or more, the system detonates, destroying the mecha and possibly harming others nearby.

A self-destruct system can be programmed to activate only under specified conditions; usually with the voice authorization of the mecha's pilot and usually only after the crew has had sufficient time to evacuate.

The self-destruct system obliterates the mecha (killing all aboard) regardless of how many hull points it has remaining. A mecha destroyed by its own self-destruct system has no salvageable parts.

The mecha's self-destruction triggers an explosion of shrapnel that deals collateral slashing damage to all targets in its 3 hex (150 feet) blast radius.

Table 8.39: Mecha Self-Destruct Systems

Mecha Type	Damage	Pen	Reflex DC	Price	Avail
Light	4d6×5	10	20	70,000	38
Medium	5d6×5	10	25	400,000	39
Heavy	6d6x10	15	30	500,000	40
X-Heavy	7d6x10	15	35	1 Mcr	41
Assault	8d6x10	15	40	1.5 Mcr	42

Equipment Spaces: 10% of Frame Spaces
Weight: 50% of Frame Weight

Strength Upgrade (5t)

Parts of the robot's frame, including its joints and hydraulic components, are reinforced or replaced with similar components made of stronger materials. The upgrade provides a +2 bonus to Strength and maybe taken multiple times.

Equipment Spaces: 5% of Frame Spaces per Increase
Weight: 10% of Frame Weight
Price: 6,000 cr. + 50% of Frame Price
Availability: 15 + Strength Modifier

Tool Mount (5t)

Any mecha can be equipped with a tool mount.

This mount is usually attached to the end of a mechanical appendage and sports a single tool. A tool mount easily adjusts to house different kinds of tools, but it can hold only one tool at any given time.

The mecha's internal power source powers the tool, if necessary.

The tool can be up to one size category larger than the appendage size; for example, a Light (Large-sized) mecha's tool mount can bear a Huge or smaller tool. The tool can be any general item.

Table 8.40: Tool Mount Spaces

Size of Equipment	Spaces	Notes
Fine	0.5	
Diminutive	1	
Tiny	2	
Small	5	
Medium	10	
Large	25	
Huge	40	
Gargantuan	50	Medium or Larger

Weight: 200% of Equipment Weight
Price: 2,000 cr. + 200% of Equipment Price
Availability: 10

Vocalizer (5t)

This unit enables a mecha to interact via speech. It can receive voice commands and can respond in any language it is programmed with. The vocalizer allows the pilot to make an additional move action per turn for activating a piece of equipment such as a sensor or getting lock-on with a missile. The system comes with one language programmed in to it, each additional language costs 5,000 credits

Vocalizers must be purchased for each cockpit that will have access to them.

Equipment Spaces: 2
Weight: 100
Price: 300,000 cr.
Availability: 35

Weapons Links (5t)

When a weapons link is activated, it links the firing of two ranged weapons as a single standard action. A separate attack roll is made for each weapon. Normally the weapons link is left activated; deactivating the weapons link is a move action. Multiple weapons links can be combined to include more weapons in the chain. Each additional weapon increases the Availability of the weapons link by +1, for example the 2nd weapons link would be a 13, 3rd would be 14, etc.

Equipment Spaces: 1
Weight: 100 pounds
Price: 3,500 cr. per Weapons Link
Availability: 12

Aegis Defensive System (6t)

This defensive system allows a point defense system to defend any one target, other than the originating mecha, from any incoming missiles and rockets within 5 hexes of the mecha equipped with it. It is a move equivalent action to change the target of the Aegis system. This system requires a Point Defense System be installed.

Table 8.41: Aegis Defense System

Vessel Size	Spaces	Weight	Price (Cr.)	Avail
Light	2	200	100,000	30
Medium	6	800	150,000	35
Heavy	18	2,400	200,000	38
Extra-Heavy	54	7,200	250,000	41
Assault	162	21,600	300,000	44

Alpha Strike System (6t)

When the Alpha Strike system is activated, all of the ranged weapons on the mecha are linked together in a single attack. For your next attack every weapon on the mecha fires at a single target. For purposes of sensors, spells, and targeting: all weapons are considered a single attack. Make a separate attack roll for each weapon. This system can be used once per encounter (Requires 10 minutes to reset the system).

Equipment Spaces: 5 +1 per Weapon
Weight: 500 pounds
Price: 17,000 cr.
Availability: 25

Bastion Tactical Shield (6t)

The Bastion tactical shield improves upon the Bulwark tactical shield. It improves the mecha's bonus to Armor Class by +6.

When not deployed, the Bastion tactical shield can retract into the mecha's arm. Deploying or retracting the shield is a move action.

Weight: 25% Frame Weight
Price: 3,500 cr. + 25% Frame Price
Availability: 20

Table 8.42: Bastion Tactical Shield

Mecha Size	Equipment Spaces
Light	4
Medium	8
Heavy	16
X-Heavy	32
Assault	64

Availability: 15 + Dexterity Modifier

HV-5 Haven Escape Pod (6t)

The HV-5 Haven escape pod jettisons the cockpit and the mecha operator from the rest of the mecha (typically because the mecha is about to be destroyed). The operator can activate it as a move action and move normally at the Haven's fly speed. The Haven can also be activated as a free action, in



Comm System, Advanced (6t)

The mecha, equipped with an advanced comm system, can communicate securely with multiple units at the same time (up to 10 per comm system). The comm system also includes a laser transceiver for secure point to point communications which cannot be intercepted.

Multiple advanced comm systems can be hooked together to increase the units range and/or the number of simultaneous units that can be communicated with. The advanced comm system has a 350 mile range. This range can also be extended by using communication satellites.

Equipment Spaces: 2

Weight: 1,500 pounds

Price: 35,000 cr.

Availability: 18

Dexterity Upgrade (6t)

The mecha receives replacement joints or ligaments that are more flexible, and the mecha's tactile sensors are modified to improve manual dexterity. The upgrade provides a +2 bonus to Dexterity and maybe taken multiple times.

Equipment Spaces: 5% of Frame Spaces per Increase

Weight: 10% of Frame Weight

Price: 6,000 cr. + 50% of Frame Price

which case it flies under the operator's direction up to its fly speed, but can move no farther that round.

The Haven escape pod has a fly speed of 9 hexes (clumsy), 100 hit points, Hardness of 10, and an Armor Class of 18. Three rounds after it jettisons from the mecha, it runs out of fuel, landing or crashing as appropriate.

Equipment Spaces: 20 +3 per additional passenger

Weight: 2,000 pounds + 500 pounds per additional passenger

Price: 10,000 cr. + 25% of Frame Price + 5,000 cr. per additional passenger

Availability: 20

LX-10 Anti-Shock Array (6t)

The LX-10 anti-shock array grounds the mecha and protects it against electrical attacks. The mecha gains resist electricity and lightning 10.

Equipment Spaces: 10

Weight: 10% Frame Weight

Price: 14,000 cr.

Availability: 25

Space Skin (6t)

Space skin colloquially refers to a series of environmental stabilizers that allow the mecha operator (and other living creatures aboard the mecha) to ignore the effects of vacuum, thus enabling the mecha to operate in space. It also includes basic shielding against radiation and modification of the mecha's exterior of operation in micro gravities.

Equipment Spaces: 5% of Frame Spaces

Weight: 5% of Frame Weight

Price: 12,000 cr.

Availability: 15

Star Chamber (6f/m/p+)

This cockpit modification allows anyone in it to use powers from within a mecha at mecha combat ranges. This system must be purchased for each cockpit that will be power enabled. Any power with a power source of Faith, Magic, or Psionics can be used. Mechas and all those aboard them are considered one target for spells. Also for the purpose of targeting spells mechas are considered to be creatures. For example, a Magic Missile spell could not be cast against the pilot of a mecha; it would have to target the mecha.

Mechas are immune to death effects, disease, necromancy effects, poison, and polymorph. Mecha are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

There are three levels of star chambers: Alpha, Gamma, and Omega. The level of the Star Chamber determines the level of powers that can be channeled through it. Alpha 1st-3rd, Gamma 1st-6th, Omega 9th level and above. 0-level spells maybe cast by any level of Star Chamber.

Due to the increase in power granted by the Star Chamber, the DC for saving throws is increased by the amount listed under the appropriate level of Star Chamber. This increase in power is also imparted as a bonus when attempting to bypass a target's spell resistance.

All mechas have a spell resistance equal to their ECL bonus. For example, a mecha with an ECL bonus of 12 would have a spell resistance of 12.

Table 8.43: Star Chamber

Power Level	Level	Spaces	Weight	Price (Mcr.)	Avail	Save /SR Bonus
6	Alpha	5 + 10% Frame Spaces	4,000 + 1% Frame Weight	1.0	35	+5
7	Gamma	10 + 10% Frame Spaces	6,000 + 1% Frame Weight	2.0	45	+8
8	Omega	20 + 10% Frame Spaces	8,000 + 1% Frame Weight	3.0	55	+11

Table 8.44: Star Chamber Spell Ranges

Touch	0 hexes
Close	5 hexes + 1 hex per 2 caster levels
Medium	10 hexes + 1 per caster level
Long	15 hexes + 2 per caster level

Stealth Suite (6t)

Based on high-tech low observables technology, this combination of sound baffles, heat dispersers, and non-reflective paint combines to give the mecha a +10 bonus on Stealth checks.

Equipment Spaces: 5% of Frame Spaces

Weight: 10% of Frame Weight

Price: 7,000 cr. + 25% Frame Price

Availability: 35

Advanced Diagnostics (7t)

Multiple redundant systems coupled with the ability to detect and correct minor system faults allow the mecha to repair moderate damage. Advanced diagnostics restores 1d10 points of damage per hour, during which time the mecha cannot move or attack. Only the mecha's hull points are repaired, not damage to the mecha's operator or systems damage/destroyed due to critical hits.

Equipment Spaces: 10

Weight: 10% of Frame Weight

Price: 10,000 cr. + 25% of Frame Price

Availability: 20

Aegis Defensive System, Improved (7t)

This defensive system allows a point defense system to defend up to two targets from any incoming missiles and rockets within 5 hexes of the craft equipped with it. This system requires a Point Defense System be installed.

Table 8.45: Aegis Defense System, Improved

Mecha Size	Spaces	Weight	Price	Avail
Light	2	150	150,000	35
Medium	6	300	200,000	38
Heavy	18	3,000	250,000	41
X-Heavy	48	4,500	300,000	44
Assault	144	12,000	350,000	47

Barricade Tactical Shield (7t)

A larger version of the Bastion tactical shield, the Barricade shield not only improves the mecha's bonus to Armor Class by +8, but its superior ceramic coating grants the mecha Resistance / Fire 10.

When not deployed, the Barricade tactical shield can retract into the mecha's arm. Deploying or retracting the shield is a move action.

Table 8.46: Barricade Tactical Shield

Mecha Size	Equipment Spaces
Light	6
Medium	12
Heavy	24
X-Heavy	48
Assault	96

Weight: 30% Frame Weight

Price: 5,000 cr. + 25% Frame Price

Availability: 25

Delphi Defense Suite (7t)

The Delphi defense suite consists of a heuristic collision avoidance system, enhanced crew restraints, and a series of adrenal and non-adrenal auto-injectors for the mecha operator. The Delphi defense suite grants the operator a bonus on Fortitude and Reflex saves.

Table 8.47: Delphi Defense Suite

Type	Spaces	Price	Availability	Bonus
Mark I	10	280,000	37	+1
Mark II	20	320,000	41	+2
Mark III	30	400,000	45	+3
Mark IV	40	480,000	49	+4
Mark V	50	560,000	53	+5

Weight: 20% Frame Weight

Light Fortification (7t)

The mecha's structural integrity is reinforced so it can shake off attacks that would cripple it otherwise. Light fortification converts 25% of all critical hits into regular hits.

Equipment Spaces: 10% Frame Spaces

Weight: 50% Frame Weight

Price: 700,000 cr. + 50% Frame Price

Availability: 50

LX-20 Anti-Shock Array (7t)

Similar to the LX-10 anti-shock array, the LX-20 anti-shock array grants the mecha resistance electricity and lightning 20. In addition, it insulates and protects the crew from the collateral dazing effect of an electromagnetic pulse, such as the type caused by an M-70 EMP rocket launcher.

Equipment Spaces: 10

Weight: 15% Frame Weight

Price: 7,000 cr. + 50% Frame Price

Availability: 35

Point Defense System (7t)

A point defense system's function is to target all incoming missiles and rockets and possibly destroy them. The point defense system consists of batteries of automated weapons programmed to fire when missiles or rockets enter its protected space.

A point defense system cannot be controlled manually by the crew, and cannot be used to make normal attacks.

Destroy Missiles and Rockets: A point defense system has a 20% chance of destroying any incoming missile or rockets. A destroyed missile deals no damage to the mecha. Each additional point defense system installed increases this chance by 5% to a maximum of 40%.

Table 8.48: Point Defense Systems

Mecha Size	Spaces	Weight	Price	Avail
Light	10	1,000	100,000	24
Medium	10	2,000	200,000	26
Heavy	20	3,000	350,000	28
X-Heavy	20	4,000	500,000	30
Assault	30	5,000	1,000,000	35

Structural Enhancement (7t)

Significant advances in engineering inspire a series of modifications to the mecha's superstructure, granting it an additional 50 hull points. A mecha can undergo structural enhancement multiple times, gaining 50 additional hull points each time, but it can never have more than twice its starting hull points. A character may structurally enhance a mecha using the normal crafting procedure, but it can be done in ½ the normal amount of time.

Equipment Spaces: 10% of Frame Spaces

Weight: 25% of Frame Weight

Price: 10,000 cr. + 50% Frame Price

Availability: 20

Surveyor Array (7t)

Mechas are often used to explore environments inhospitable to organic creatures. The surveyor array enables the mecha to better traverse harsh terrain and withstand hostile conditions. A Surveyor array includes the following units:

- Topographical and astronomical guidance systems that grant a +8 bonus on Survival checks.
- A gyroscopic unit that improves the mecha's base ground speed by +2 hexes.
- A pressure-sealed, energy-resistant frame that allows the mecha to function normally in low-gravity, high-gravity, and zero-gravity conditions, prevents oxidation and corrosion, and provides resistance to acid 5, cold 5, electricity/lightning 5, and fire 5 (counts as life support system, space skin and zero-g stabilizer).
- A night vision amplifier that grants the mecha darkvision out to a range of 12 hexes (600 feet) or extends its normal darkvision range by 50%.

This array may only be taken on light, medium and heavy mecha, the others are just too large for the upgrades.

Equipment Spaces: 15% of Frame Spaces

Weight: 10% of Frame Weight

Price: 25,000 credits + 50% of Frame Price

Availability: 35

Zero-G Stabilizer (7t)

A zero-g stabilizer allows the mecha and its operator to function normally in low-gravity and zero-gravity environments, as though the operator has the Zero-G Training feat.

Equipment Spaces: 2

Weight: 10% of Frame Weight

Price: 10,000 cr.

Availability: 25

Aegis Defensive System, Advanced (8t)

This defensive system allows a point defense system to defend up to four targets from any incoming missiles and rockets within 5 hexes of the craft equipped with it. This system requires a Point Defense System be installed.

Table 8.49: Aegis Defense System, Improved

Mecha Size	Spaces	Weight	Price	Avail
Light	2	150	250,000	38
Medium	6	300	300,000	41
Heavy	18	3,000	350,000	44
X-Heavy	64	4,500	400,000	47
Assault	192	12,000	450,000	50

Cloaking Screen (8t)

The cloaking screen warps light and energy around the mecha, rendering it invisible to visual and electronic sensors. Activating a cloaking screen is a standard action.

A cloaked mecha has a form of concealment. There is a 30% chance that a ranged attack misses; melee attacks have a 10% chance of missing. A cloaked mecha gains a +20 bonus on Stealth checks if immobile, or a +10 bonus on Stealth checks if moving. Pinpointing the location of a cloaked mecha that isn't attempting to hide requires a Perception check against DC-40 if immobile or DC-20 if moving (as if the mecha operator had rolled a 0 on the Stealth check).

Weight: 100% Frame Weight

Table 8.50: Cloaking Screen

Category	Power Level	Spaces	Price	Avail
Mark I	8t	25	100,000	44
Mark II	8t	35	120,000	46
Mark III	8t	45	140,000	48
Mark IV	8t	55	160,000	50
Mark V	8t	65	210,000	52
Mark VI	9t	75	260,000	54
Mark VII	9t	85	310,000	56
Mark VIII	9t	95	360,000	58
Mark IX	9t	105	410,000	60
Mark X	10t	115	500,000	60

Crackerjack Neural Link (8t)

This unit links the operator's brain directly to the mecha, making it feel less like a machine and more like an extension of the operator's frame. While piloting the mecha, the operator gains a bonus to initiative checks. In addition, the operator can use any of his non mecha-specific feats while operating a mecha, such as martial arts. (This ability does not grant the operator any new feats.)

The crackerjack neural link is normally accessed in one of two ways. The first is via a neural suit and helmet. This suit and helmet transmit nerve impulses from the pilot's body to and from the mecha. The more popular method with the maverick pilots is via a datajack, which wires the mecha directly into the pilot's brain. What makes the datajack so popular is the raw feeling of power and the finer control of the mecha (See datajack description).

Neural suit and helmet come standard with the Crackerjack Neural Link and have become the fashion to wear for the nouveau chic playthings.

Table 8.51: Crackerjack Neural Link

Mark	Spaces	Price	Avail	Bonus
1	1% of total spaces	5,000 + 25% frame price.	20	+1 Initiative
2	3% of total spaces	10,000 + 25% frame price.	25	+2 Initiative
3	5% of total spaces	50,000 + 25% frame price.	35	+4 Initiative

Weight: 1,000 pounds

Grand Defender Energy Field (8t)

This is a force field generator similar to that used in powered armors. The amount of damage that can be absorbed by the field is determined by the number of shield generators installed. Each generator will absorb 25 points of damage. The shields regenerate at 2 points per round.

Equipment Spaces: 25 per generator

Weight: 50% Frame Weight + 5% per Shield Generator

Price: 250,000 cr. per generator

Availability: 20 + 5 per additional shield generator installed.



Improved Point Defense System (8t)

An improved point defense system's function is to target all incoming missiles and possibly destroy all incoming missiles and rockets. The point defense system consists of batteries of automated weapons programmed to fire when missiles or rockets enter its protected space.

A point defense system cannot be controlled manually by the crew, and cannot be used to make normal attacks.

Destroy Missiles and Rockets: A point defense system has a 20% chance of destroying any incoming missile or rockets. A destroyed missile deals no damage to the mecha. Each additional point defense system installed increases this chance by 5% to a maximum of 40%.

Make Opportunity Attacks: A vessel equipped with a point defense system threatens the space it occupies as well as all adjacent hexes. If a hit occurs with the attack of opportunity the point defense weapon deals damage based on the mecha's size, as shown in Table 8.52: Improved Point Defense Systems. Point defense systems cannot score critical hits. The attack from the point defense system has a penetration of 10.

Table 8.52: Improved Point Defense Systems

Mecha Size	Damage	Spaces	Price	Avail	Wt.
Light	4d10x2	10	130,000	26	1,000
Medium	5d10x2	10	260,000	28	2,000
Heavy	6d10x2	20	600,000	30	3,000
X-Heavy	7d10x2	20	650,000	32	4,000
Assault	8d10x2	30	1,350,000	38	5,000

Medium Fortification (8t)

Similar to the light fortification system, the medium fortification system converts 50% of all critical hits into regular hits.

Equipment Spaces: 15% Frame Spaces

Weight: 100% Frame Weight

Price: 1,000,000 cr. + 50% Frame Price

Availability: 55

Nano Ammunition Generation Unit (8t)

This state-of-the-art ammunition system uses nano technology to create ammunition for a weapon. A system must be purchased for each weapon that will be supported. It takes 2 hours to create one magazine for a weapon. Raw materials must be supplied for the ammunition to be created.

Equipment Spaces: 30 + 50% Spaces of Weapon Supported.

Weight: 100 pounds +50% of Weapons Magazine Weight

Price: 50,000 cr. + 50% Price of Weapon Supported

Availability: 35

Nano-Repair Unit (8t)

State-of-the-art nanites swarm over the surface of the mecha at the first indication of damage. The mecha automatically repairs 5 points of damage per round. The nano repair unit ceases to function if the mecha loses all its hull points.

Damaged equipment is repaired in 3 hours per space and destroyed equipment is repaired in 6 hours per space. Raw materials must be supplied for the repairs to be made.

Equipment Spaces: 20% of Frame Spaces

Weight: 15% of Frame Weight

Price: 100,000 cr. + 25% Frame Price

Availability: 35

Polyvox (8t)

This unit will attempt to translate any language spoken within range of the mecha's audio sensors or through its comm system into a language programmed into the polyvox. A polyvox does not grant the ability to speak languages.

Equipment Spaces: 1

Weight: 250

Price: 25,000 cr. + 5,000 per language Preprogrammed

Availability: 15

Robotic Crew (8t)

Mecha can include robotic systems that, for example, allow the mecha to be piloted by someone that does not have the piloting skill. The price of these systems depends on the number of skills installed and the level of the skills.

Under the skill column, the first number is used for unskilled operators, the second is the bonus given to someone with ranks in the skill. The following skills can be programed into the system: Navigation, Perception, Piloting, Repair, and Sensor Operations. The robotic crew member can also be programmed to be a gunner but this is far more expensive.

The price is paid for each skill in the system. For example, a skilled system with Piloting and Sensor Operations would price 600,000 credits.

Table 8.53: Robotic Crew (Non-Gunner)

Level	Skill	Spaces	Weight	Price	Avail
Normal	+10/+4	1	50	200,000	25
Skilled	+13/+5	1	70	300,000	35
Expert	+16/+6	2	90	400,000	45
Ace	+19/+7	2	110	1,000,000	55

Table 8.84: Robotic Crew (Gunner)

Level	BAB	Spaces	Weight	Price	Avail
Normal	+2	2	50	300,000	30
Skilled	+4	4	70	600,000	40
Expert	+6/+1	6	90	2,500,000	45
Ace	+6/+3	6	110	9,000,000	50

Valiant Defender Deflection Field (8t)

The deflection field uses broadcast magnetics to provide a semipermeable energy field around the mecha. It provides a +1 to +5 bonus to the mecha's Reflex and the pilot's Willpower saves. The price of the system is based on the type of field (denoted Mark I through Mark V).

The operator can activate or deactivate the deflection field once per round as a free action. An active field causes your opponents to receive a bonus equal to the mark of the field to their sensor operations checks to detect your mecha.

Table 8.55: Valiant Defender Deflection

Type	Spaces	Price	Availability	Bonus
Mark I	10	160,000	33	+1
Mark II	15	180,000	39	+2
Mark III	25	200,000	45	+3
Mark IV	50	220,000	48	+4
Mark V	100	240,000	50	+5

Weight: 50% Frame Weight

Heavy Fortification (9t)

Similar to the light fortification system, the heavy fortification system converts 75% of all critical hits into regular hits.

Equipment Spaces: 20% Frame Spaces

Weight: 150% Frame Weight

Price: 30,000,000 cr. + 50% Frame Price

Availability: 60

Improved Nano-Repair Unit (9t)

State-of-the-art nanites swarm over the surface of the mecha at the first indication of damage. The mecha automatically repairs 10 points of damage per round. The nano repair unit ceases to function if the mecha loses all its hull points. Damaged equipment is repaired in 2 hours per space and destroyed equipment is repaired in 4 hours per space. Raw materials must be supplied for the repairs to be made.

Equipment Spaces: 15% of Frame Spaces

Weight: 15% of Frame Weight

Price: 200,000 cr. + 25% Frame Price

Availability: 40

Advanced Nano-Repair Unit (10t)

This is the most advanced form of the Nano-Repair Unit installed in mecha. State-of-the-art nanites swarm over the surface of the mecha at the first indication of damage. The mecha automatically repairs 10 points of damage per round. The Advanced Nano-Repair Unit can repair a mecha as long as it is above negative 25% of its base hull points. Damaged

equipment is repaired in 1 hour per space and destroyed equipment is repaired in 2 hours per space. Raw materials must be supplied for the repairs to be made.

Equipment Spaces: 10% of Frame Spaces

Weight: 15% of Frame Weight

Price: 2,000,000 cr. + 25% Frame Price

Availability: 45

Displacer (10t)

Using the same technology that will someday drive the 10t spatial compression engine used by starships, the displacer “shifts” the mecha a few yards several times a second in a random series of short-range teleportations. All enemy attacks (ranged and melee) against the displacing mecha have a 50% miss chance.

Equipment Spaces: 20% Frame Spaces

Weight: 100% Frame Weight

Price: 33,000,000 cr. + 50% Frame Price

Availability: 63

Table 8.56: Mecha Miscellaneous Equipment

	Spaces	Weight	Price	Availability
Magelar Armor (5m)	Varies	Varies	Varies	Varies
AV Transmitter (5t)	1	100	5,000	10
Blow Through Concealment (5t)	10% spaces of Weapon (Min of 1)	10 per Space	100 per Space	10
Bulwark Tactical Shield (5t)	Varies	20% Frame Weight	3,500 + 25% Frame price	15
Cargo Space (5t)	1	100 per Space	1,000 per Space	10
Cockpit Armor (5t)	Varies	Varies	Varies	Varies
Cockpit, Copilot (5t)	3	1,000	10,000	15
Cockpit, Joined (5t)	2+	350 per space	3,000 per Space	18
Cockpit, Large, Copilot (5t)	5	1,200	10,000	18
Cockpit, Passenger (5t)	3	1,000	12,000	15
Cockpit, Large, Passenger (5t)	5	1,200	12,000	18
Cockpit, Pilot (5t)	3	1,000	10,000	10
Cockpit, Large, Pilot (5t)	5	1,200	10,000	18
Comms System, Basic (5t)	1	1,000	14,000	10
Concealed Weapons (5t)	20% of Weapon (Min of 1)	50 per Space	250 per Space	15
Enhanced Power Supply (5t)	+5% To Power Plant Spaces	1% of Power Plant Weight	10,000 + 10% Power Plant Price	15
Ejection Seat (5t)	1	250	1,000	10
Fake Weapon (5t+)	20% of Real Weapon	50 per Space	250 per Space	15
Integrated Equipment (Special)	Varies	Varies	Varies	Varies
Life Support System (5t)	5 per Cockpit	1,500	9,000	13
Magnetic Feet (5t)	1% of Frame Spaces	1% of Frame Weight	5,000	10
Manipulators, Claw (5t)	+5% of Frame Spaces	10% of Frame Weight	10,000 + 20% of Frame Price	5
Manipulators, Hand (5t)	+5% of Frame Spaces	10% of Frame Weight	10,000 + 20% of Frame Price	5
Manipulators, Jaws (5t)	+5% of Frame Spaces	10% of Frame Weight	10,000 + 20% of Frame Price	5

	Spaces	Weight	Price	Availability
Manipulators, Pincer (5t)	+5% of Frame Spaces	10% of Frame Weight	5,000 + 20% of Frame Price	5
Manipulators, Probe (5t)	+5% of Frame Spaces	10% of Frame Weight	5,000 + 20% of Frame Price	5
Manipulators, Special-Use Gripper (5t)	+5% of Frame Spaces	10% of Frame Weight	5,000 + 20% of Frame Price	5
Bastion Tactical Shield (6t)	Varies	25% Frame Weight	3,500 + 25% Frame Price	20
LX-10 Anti-Shock Array (6t)	10	10% Frame Weight	14,000	25
Barricade Tactical Shield (7t)	Varies	30% Frame Weight	5,000 + 25% Frame Price	25
Delphi Defense Suite (7t)	Varies	20% Frame Weight	Varies	Varies
Light Fortification (7t)	10% Frame Spaces	50% Frame Weight	700,000 + 50% Frame Price	50
LX-20 Anti-Shock Array (7t)	10	15% Frame Weight	7,000 + 50% Frame Price	35
Manipulators, Advanced Hand (7t)	+5% of Frame Spaces	10% of Frame Weight	25,000 + 20% of Frame Price	15
Manipulators, Task Hand (7t)	+5% of Frame Spaces	10% of Frame Weight	30,000 + 20% of Frame Price	18
Robolink (5t)	3	500	5,000	20
Self-Destruct System (5t)	10% of Frame Spaces	50% of Frame Weight	Varies	Varies
Strength Upgrade (5t)	5% of Frame Spaces per Increase	10% of Frame Weight	6,000 credits + 50% of Frame Price	15 + Strength Modifier
Tool Mount (5t)	Varies	200% of Equipment Weight	2,000 + 200% of Equipment Price	10
Vocalizer (5t)	2	100	300,000	35
Weapons Link (5t)	1	100	3,500	3,500 per Weapons Link
Alpha Strike System (6t)	10	500	17,000	25
Dexterity Modifier (6t)	5% of Frame Spaces	10% of Frame Weight	6,000 credits + 50% of Frame Price	15 + Dexterity Modifier
HV-5 Haven Escape Pod (6t)	20	2,000	10,000 + 25% of Frame Price	20
Space Skin (6t)	5% of Frame Spaces	5% of Frame Weight	12,000	15
Star Chamber, Alpha (PL 6)	5 + 10% Spaces	4,000 + 1% of Frame Weight	10 Mcr	35
Stealth Suite (6t)	5% of Frame Spaces	10% of Frame Weight	7,000 + 25% Frame Price	35
Star Chamber, Gamma (PL 7)	10 + 10% Spaces	6,000 + 1% of Frame Weight	20 Mcr	45
Star Chamber, Omega (PL 8)	20 + 10% Spaces	8,000 + 1% of Frame Weight	30 Mcr	55
Advanced Diagnostics (7t)	10	10% of Frame Weight	10,000 + 25% of Frame Price	20
Point-Defense System (7t)	Varies	Varies	Varies	Varies
Structural Enhancement (7t)	10% of Frame Spaces	25% of Frame Weight	10,000 + 50% Frame Price	20
Surveyor Array (7t)	15% of Frame Spaces	10% of Frame Weight	25,000 credits + 50% of Frame Price	35
Zero-G Stabilizer (7t)	2	10% of Frame Weight	10,000	25
Cloaking Screen (8t)	Varies	100% Frame Weight	Varies	Varies
Crackerjack Neural Link (8t)	Varies	1,000	Varies	Varies
Grand Defender Energy Field (8t)	25 per generator	50% Frame Weight + 5% per Shield Generator	250,000 per generator	20 + 5 per Additional Shield Generator Installed

	Spaces	Weight	Price	Availability
Improved Point-Defense System (8t)	Varies	Varies	Varies	Varies
Medium Fortification (8t)	15% Frame Spaces	100% Frame Weight	1,000,000 + 50% Frame Price	55
Nano Ammunition Generation Unit (8t)	30 + 50% Spaces of Weapon Supported	100 pounds +50% of Weapons Magazine Weight	50,000 + 50% Price of Weapon Supported	35
Nano-repair Unit (8t)	20% of Frame Spaces	15% of Frame Weight	100,000 + 25% Frame Price	35
Polyvox (8t)	1	250	25,000 credits + 5,000 per language	15
Robotic Crew (8t)	Varies	Varies	Varies	Varies
Valiant Defender Deflection Field (8t)	Varies	50% Frame Weight	Varies	Varies
Heavy Fortification (9t)	20% Frame Spaces	150% Frame Weight	30,000,000 + 50% Frame Price	60
Improved Nano-repair Unit (9t)	15% of Frame Spaces	15% of Frame Weight	200,000 + 25% Frame Price	40
Displacer (10t)	20% Frame Spaces	150% Frame Weight	33,000,000 + 50% Frame Price	60
Advanced Nano-Repair Unit (10t)	10% of Frame Spaces	15% of Frame Weight	2,000,000 + 25% Frame Price	45

9. SECONDARY TRAITS MECHA SPEED

To calculate the speed of a mecha for a given locomotion type: multiply the efficiency of the locomotion by the total power units of the mecha. Then divide the result by the total weight of the mecha. This gives you the speed of the mecha in hexes per round.

$$\text{Mecha Speed} = (\text{Power Units} \times \text{Power Efficiency}) / \text{Total Weight of Mecha.}$$

Mecha Armor Class Calculation

The Base Armor Class for a mecha is 10 + mecha armor class modifier + mecha armor bonus + ½ ranks in pilot + Feats. **Note:** Armor class in mecha does not include the pilot's dexterity, armor worn, or natural armor.

Mecha Flat-Footed Armor Class Calculation

The flat-footed armor class for mecha is 10 + mecha armor class modifier + mecha armor bonus + feats.

Mecha Touch Armor Class Calculation

The touch armor class for mecha is 10 + mecha armor class modifier + ½ ranks in pilot + feats.

Final Availability

The final availability of a mecha is the highest availability score of all of the components installed.

Calculate Maintenance Cost

This is how much it cost to maintain the systems aboard the mecha such as the air and water filtrations, ammunition feeds, cooling systems, etc... This price 1/1,000 the value of the mecha per month.

10. CALCULATING CR BONUS

The creature rating bonus is a tool for the Gamemaster to help them balance encounters that include mechas. It is a fairly easy process for calculating the creature rating bonus of mecha in Neverwhen. The tables below will walk you through the process.

Hull Points

The longer mecha can last, the more trouble it can cause.

Hull Points	
Hull Points	Add
60-100	+0
101-200	+1
201-400	+2
401-600	+3
601-800	+4
801-1000	+5
1,001-1,200	+6
1,201-1,400	+7
1,401-1,600	+8
1,601-1,800	+9
1,801-2,000	+10
2,001-2,200	+11
2,201-2,400	+12
2,401+	+13

Mecha Hardness

This represents how hard it is to damage the mecha.

Hardness	
Hardness Rating	Add
1-5	+0
6-10	+1
11-15	+2
16-20	+3
21-25	+4
26-30	+5
31-35	+6
36-40	+7
41+	+8

Energy Shield Rating

The higher the energy shield rating, the longer it takes to do real damage.

Energy Shield Rating	
Energy Shield	Add
0	+0
1-25	+1
26-49	+2
50-74	+3
75-99	+4
100-124	+5
125-149	+6
150+	+7

Total Armor Class

If you cannot hit it, the fight will last a lot longer. This is the highest armor class of the mecha not including the ranks of the pilot.

Armor Class

Armor Class	Add
1-5	+0
6-10	+1
11-14	+2
15-19	+3
20-24	+4
25+	+5

Frame Type and Miscellaneous Modifications

This section requires some judgment calls by the gamemaster.

Frame Type	Add
Frame	
Mecha, Civilian	+0
Mecha, Paramilitary	+1
Mecha, Military	+2
Mecha is Heavily Armed	+1
Mecha is Lightly Armed	-1
Mecha has one or more Naval Guns	+2
Modifiers	
X-Heavy Frame	+1
Assault Frame	+2
Per Form of Multi-Phasic Superstructure after original	+1
External Equipment Mounts	+3

Power Level

The higher the power level of the mecha the more effective the defensive systems and weapons can be.

Table 8.57: CR Modifier for PL

PL	Add
5-7	+0
8-9	+1
10	+2

Total up the results and that gives effective character level for a custom mecha.

SUMMARY

Listed below, to assist in filling out the mecha record sheet, are the page numbers for each of the mecha design sections.

1. Mecha Frames p. 58
2. Mecha Superstructure p. 62
3. Mecha Power Plant p. 64
4. Mecha Armor p. 65
5. Mecha Additional Locomotion p. 67
6. Mecha Sensor Systems p. 70
7. Mecha Weapons p. 74
8. Miscellaneous Equipment p. 85



Below is a sample mecha design sheet for the Tiger Shark
Export mecha.

NEVERWHEN MECHA DESIGN SHEET							
Name of Mecha	Tiger Shark Export Mecha						
Power Level	5	Final Armor Class	15	Final Avail	29		
Size	Large	Final HP	125	Final Speed	4		
Locomotion Efficiency	65%	Final Hardness	8	Final Cost	206,000 cr.		
Final Reflex Save	-4	Power Units	82,500	Maintenance Cost	206 cr.		
Final Fortitude Save	+2	Final Weight	12,385	CR Bonus	+7		
Area	Component	Spaces	Weight	Price	Avail	PL	Notes
Frame	Light	-60	1,650	28,000	15	5t	Military, MKO
Superstructure	Alumisteel	0	1,650	7,000	11	5t	Hardness-6
Power Plant	Fuel Cell	5	825	14,000	15	5t	Power Units-82,500
Armor	Duraplastic	0	1,485	17,500	15	5t	Armor+2, Hardness+2, Reflex-2
Locomotion System	2x Legs						Eff 65%
Sensors	Class I	10	1,500	12,000	20	5t	
Weapons	M-9 Barrage Chaingun	10	280	14,000	26	5t	Rounds 200
	M-53 Firestar Rocket Launcher	14	670	16,000	29	5t	6-Rockets
	PS-15 Panther Claws	4	165	14,000	20	5t	
Misc. Equipment	Bulwark Tactical Shield	2	330	10,500	15	5t	AC+4
	Cockpit (Pilot)	3	1,000	10,000	10	5t	
	Comms (Basic)	1	1,000	14,000	10	5t	
	Strength Increase (x2)	6	330	40,000	25	5t	Str-30(+8)
	Life Support	5	1,500	9,000	13	5t	
Total		0	12,385	206,000			

CHAPTER NINE: NEW EQUIPMENT

"Life on Cirrus VII isn't just about mecha. Mecha are a large part of it yes, but there is still the sentient element. Always remember: when you are equipping a mecha for an assignment, be it an arena fight or a long range scouting mission, do the same for the pilot and crew. If either one fails odds aren't good of the other making it back."

STARTING MECHA

There are 3 ways outlined in these rules for the Gamemaster to issue mecha to the players.

- 1) Have the players take the mecha shares edge.
- 2) Have the party be part of an adventuring company or a mecha mercenary company. (For details on this see the Gamemasters chapter.)
- 3) The third method is outlined below.

Random Mecha Generation: When the Gamemaster decides a character should start a campaign with a mecha they can follow the procedures below.

- 1) Roll for Mecha Technology Level.
- 2) Roll for Mecha Starting Availability.
- 3) Determine Initial Budget.

Table 9.1: Mecha Technology Level

Roll 1d12	Mecha Tech Level
1	5
2	6
3-5	7
6-9	8
10-11	9
12	10

Modifier = Home Realm Technology Level – 6
+2 if Citizenship, +1 if Provincial Citizenship

Table 9.2: Mecha Availability

Roll 1d12	Mecha Starting Availability
1	26
2-3	30
4-5	34
6-7	38
8-9	42
10-11	45
12-18	49
19	53
20	57
21	61
22	65
23	66

Modifier = Home Realm Technology Level – 6
+2 if Citizenship, +1 if Provincial, +1 if Adventuring Company, +2 if Mecha Mercenary Company, Friends in High Places +1 per level, Fixer Contact (Mecha) +1

Each of these values is the upper limit for the mecha(s) that maybe designed/purchased by the character(s) they may always choose to build a smaller or lower tech mecha.

Table 9.3: Mecha Initial Budget

Roll 1d8	Result (Credits)
1 or less	500,000
2	750,000
3	1,000,000
4	2,000,000
5	4,000,000
6	6,000,000
7	8,000,000
8	10,000,000
9	15,000,000
10	20,000,000
11	25,000,000
12	30,000,000
13	35,000,000
14	40,000,000
15	45,000,000
16	50,000,000
17	55,000,000
18	60,000,000
19	65,000,000
20+	70,000,000

Modifier = 8-9t +1, 10t +2, Citizenship +2, Provincial Citizenship +1, Special Permit +1, Member of Adventuring Company +1, Member of Arena Team +1, Member of Mercenary company +2, Friends in High Places +1 per level, Fixer Contact (Mecha) +1, Availability 57-65 +1, Availability 26-30 -1

The initial budget maybe spent to purchase any of the premade mecha or design a custom mecha with availability equal to or less than the value generated in step 2.

What about extra design budget? Any remaining design credits maybe spent on unit assets on a 1:1 basis or personal assets at a 1,000:1 ratio.

EQUIPMENT MISCELLANEOUS

Commdot (6t)

Commdots are tiny micro-transceivers that are placed near the ear on the jawbone. They are normally less than 1/8 of an inch across and are capable of audio interface with most communication devices within approximately 15 feet. Their main purpose is for hands free communication. Earlier versions of the commdot are available in the form of earpieces and headsets. Commdots are usually touch activated but can be programmed for voice or open microphone operation.

Price: 5 x TL	Avail: 10
Weight: 0	

Electronic Shop, Basic (5t +)

This is the basic electronics shop required to work on mecha and other large electronic projects. It is barely portable; it comes in 2 large tool trunks which include all of the scopes and tools needed for basic functions.

Price: 500 x TL	Avail: 10+ TL
Weight: 400 – 10 pounds per TL	

Electronic Shop, Deluxe (5t +)

This is the improved model of the electronics shop. It includes all of the best tools for the technology level. Due to the quality of the tools it imparts a +2 bonus on electronic repair checks. Like the basic electronic shop, it is barely portable; it comes in 2 large tool trunks.

Price: 1,000 x TL	Avail: 18+ TL
Weight: 300 – 10 pounds per TL	

Fibro-Coat (6t)

These advanced jackets were originally made popular by the more affluent go-gang cultures of the hive cities. The micro fibers in the coat can be programmed to show artwork on the back. This artwork can be quite detailed. In deluxe models, the artwork will can even glow and have moving elements. The most popular style with spacers and mecha jockeys is a soft but strong leather type jacket with a soft fur interior with their emblem emblazoned on the back.

Type: Clothing	Armor Bonus: +1
Price: 500 Basic, 1,000+ Deluxe	Avail: 12 Basic, 18 Deluxe
Max Dex: +8	Armor Check: -0
Arcane Failure: 5%	Speed: No Change
Weight: 5 pounds	

Gate Reader (8S- or 8S+)

This device allows the user to read the power levels on the other side of a gate with a fair amount of accuracy. When reading the power levels through an open gate make a Sensor Operations test DC-30. If you make the check you have accurately determined the power levels. The more you miss it by the less accurate the reading was. The Gamemaster determines how far off the reading actually was.

Syncratic Negative gate readers require 1 wound point per time used.

Price: S- 40,000	Avail: S- 30
S+ 55,000	S+ 35
Weight: 100 pounds	

Mecha eCell Charger (5t +)

The eCells in mechas can be recharged by a mecha class eCell charger. The mecha class eCell charger can charge four eCells at once taking 10 hours to charge the eCells. The mecha eCell charger is normally mounted on a truck and connected to an outside power source. Mecha eCell chargers have an Availability of 40, price of 150,000 credits, and weigh 5,000 pounds.

Neural Suit and Helmet (8t)

This is the basic means for interfacing with the Crackerjack Neural Link. It is a pressure suit and skin tight helmet with thousands of tiny electrodes wired throughout it. Its gray black rubberized metallic skin gives it the impression of always being slightly damp. It is specially designed to be worn under flight suits and armor and provides very little protection, but some choose to wear it as a fashion statement.

Type: Clothing	Armor Bonus: +1
Price: 500	Avail: 20
Max Dex: +5	Armor Check: -1
Arcane Failure: 0%	Speed: No Change
Weight: 5 pounds	

Mecha Pilot Flight Suit (5t)

This is the lower technology armored flight suit specially designed for use in mechas. It provides cooling in addition to protection from being thrown around the cabin. It is essentially an armored version of the pressure suits worn by fighter pilots.

The standard suit provides the following benefits:

Damage Reduction: The flight suit imparts a 50% chance of damage reduction of 2/magic against each attack.

Energy Resistance: The flight suit is designed to resist electrical shocks. It ignores the first 3 points of damage from any electrical attack.

Emergency Vacc Suit: The suit is designed to help protect the wearer from sudden exposure to vacuum. To accomplish this there is a mask and partial helmet that can be worn. The flight suit will provide the wearer with some resistance to the physical effects of vacuum (+4 Fortitude saves versus vacuum and loss of pressure). On a successful Reflex (DC-15) it can be sealed in an emergency to provide 1 minute of breathable air.

Type: Light	Armor Bonus: +2
Price: 10,000	Avail: 20
Max Dex: +5	Armor Check: -1
Arcane Failure: 10%	Speed: No Change
Weight: 10 pounds	

Mecha Pilot Flight Suit (8t)

This is an armored flight suit specially designed for use in a mecha. It provides cooling in addition to protection from being thrown around the cabin. The most popular suit is from 8t which includes many useful features such as automatic cooling and drying, waste removal, and refreshment dispensing.

The standard suit provides the following benefits:

Damage Reduction: The flight suit imparts a damage reduction of 2/magic.

Energy Resistance: The flight suit is designed to resist electrical shocks. It ignores the first 5 points of damage from any electrical attack.



Emergency Vacc Suit: The suit is designed to help protect the wearer from sudden exposure to vacuum. To accomplish this there is a small bulge at the back of the wearer's neck that contains a clear hood that can be pulled over the wearer's head. The flight suit will provide the wearer with some resistance to the physical effects of vacuum (+4 Fortitude saves versus vacuum and loss of pressure). On a successful Reflex (DC-15) it can be sealed in an emergency to provide 2 minutes of breathable air.

Type: Light	Armor Bonus: +2
Price: 25,000	Avail: 30
Max Dex: +5	Armor Check: -1
Arcane Failure: 10%	Speed: No Change
Weight: 5 pounds	

Mechanics Shop, Basic

This is the basic mechanics shop required to work on mecha and other large mechanical projects. It is barely portable; it comes in 4 large tool chests which include all of the tools needed for basic functions.

Price: 350 x TL	Avail: 10+ TL
Weight: 550 – 10 pounds per TL	

Mechanics Shop, Deluxe

This is the improved model of the mechanics shop. It includes all of the best tools for the tech level. Due to the quality of the tools it imparts a +2 bonus on mechanical repair checks. It comes in 4 large tool chests.

Price: 1,000 x TL	Avail: 18+ TL
Weight: 400 – 10 pounds per TL	

Remote Control Unit (5t)

Referred to colloquially as a “remcon,” this external system is a handheld, self-powered control stick has a small video screen and audio receiver built into it. It also comes in the form of a mechanical gauntlet worn on the hand.

The remcon allows its operator to control a specific mecha from afar. For it to work, the mecha must be equipped with an AV transmitter and a robolink adjusted to the same frequency as the remote control unit.

Using a remcon to activate or deactivate a mecha is an attack or move action. Using it to make the mecha move, attack, or use a skill is a full-round action for the operator. Each action requires a Sensor Operations check.

Price: 2,500	Avail: 10
Weight: 5	

CYBERNETICS

Rules Update

Data Jacks and Improved Data Jacks: These items no longer require a frame to be installed. In addition the capacity of the standard data jack has been reduced to 0.5. They just cost capacity and tolerance.

Improved Data Jack (8t)

The improved data jack allows the user to access systems in three modes instead of the standard single mode: Safe, Normal or Hot

Safe Mode protects the user from possibly dangerous applications. It reduces the equipment bonus to +2, but provides a Resistance 5 vs feedback and attack programs.

Normal mode provides a +4 equipment bonus and provides no additional protection.

Hot Mode provides a +6 equipment bonus but opens the user to dangerous situations, for example attack programs can now do wound damage. In addition, any time an object controlled by the user such as a vehicle takes damage there is a chance for feedback. Make a Willpower test with a DC equal to 10 + 10% of the damage. If the check fails they take 10% of the damage caused in hit points worth of damage. If the damage is caused by black or gray classified defenses then the damage is wound damage.

Capacity: 0.75	Tolerance: 0.25
Price: 1,500	Availability: 15

INTRUSION

COUNTERMEASURES

For the mystical version of these IC programs multiple the prices by 2 and increase the availability by 3 points.

Name: Blaster	Type: Gray IC	Rating: 10-30
Price: 50,000 cr. + 500 / rating	Availability: 35	
It scored Success:	Equipment used for hacking (Computer and/or datajack) must make Computer DC-15 or be forced to shut down for 1d6 minutes	
It scored Greater Success:	Equipment used for hacking (Computer and/or datajack) must make Computer DC-20 or be forced to shut down for 1d8 minutes	
It scored Major Success:	Equipment used for hacking (Computer and/or datajack) must make Computer DC-20 or be forced to shut down for 3d6+4 minutes	

Name: Slayer X	Type: Black IC	Rating: 20-30
Price: 150,000 cr. + 2,000 / rating	Availability: 45	
It scored Success:	Hacker takes 1d6 wounds	
It scored Greater success:	Hacker takes 2d6 wounds	
It scored Major success:	Hacker takes 2d6+4 wounds	

Name: Pendulum	Type: Black IC	Rating: 15-30
Price: 125,000 cr. + 1,500 / rating	Availability: 42	
It scored Success:	Hacker takes 4d6 Hit Points	
It scored Greater success:	Hacker takes 6d6 Hit Points	
It scored Major success:	Hacker takes 8d6 Hit Points	

Name: Pit	Type: White IC	Rating: 10-25
Price: 35,000 cr. + 200 / rating	Availability: 25	
It scored Success:	Hacker Held -2 on next check vs. IC	
It scored Greater success:	Hacker Held -4 on next check vs. IC	
It scored Major success:	Hacker Held -6 on next check vs. IC	

Name: Little Maniacs	Type: White IC	Rating: 10-35
Price: 45,000 cr. + 300 / rating	Availability: 30	
It scored Success:	Hacker Slowed -4 on next check vs. IC, due to overload may only take actions every other round (if cyber or mystic).	
It scored Greater success:	Hacker Held -6 on next check vs. IC, due to overload may only take actions every other round (if cyber or mystic).	
It scored Major success:	Hacker Held -8 on next check vs. IC, due to overload may only take actions every other round (if cyber or mystic).	

ANTI-MECHA EQUIPMENT

Anti-Mecha Breaching Charges (8t)	
Range: 0	Availability: 40 (Special)

Damage: 60	Price: 5,000 Cr.
Penetration: 40	Weight: 25#
Description: These shaped fusion charges are specially designed to breach high tech hardened targets such as mecha and starships. Placing Anti-Mecha Breaching charge requires two checks: a Demolitions (DC-20) check and a melee touch attack. The Demolition check is performed first, if the check is missed by more than 5 the charge goes of prematurely with a 20' radius at 10 penetration 30 damage. Then the melee touch attack is made to place the charge in a vulnerable location, this attack does provoke an attack of opportunity. Breaching charges are considered anti-mecha weapons.	

Anti-Mecha Powered Armor (8t)							
Price	Avail	Hard	Armor Bonus	Max Dex	Armor Check	Spd	Wt
56,000	40	10	+8	+2	-4 (-20)	15	1,000
Weapon Systems							
#	System	DMG	Pen	Crit	RNG ¹	Ammo	
1	M-53 Firestar Rocket Launcher	10d6	10	20	3	3	
1	M-9 Barrage Chaingun	5d6	12	19+	2	100	
1	Vibro Blade	2d10	20	17+	--	20	

¹Range given in Mecha Scale.

This battlesuit stands at around 8 feet tall and is normally painted to match the environment in which it will be fighting. While in operation, the suit provides a force field that absorbs all damage up to 50 pts and the shield regenerates 5 points every minute. In addition, the wearer's strength is increased by +6. The suit includes a jet pack that can be used to give the suit flight (good) 4 hexes. Punch does 2d8. Additional equipment in this armor includes darkvision 100 feet, a 10-mile secure radio, a medi-kit, an energy cell storage rack mounted in the lower back, which hold 10 large eCells. Mounted in various places about the battle suit are five anti-mecha breaching charges. The suit is powered by 4 large eCells allowing the suit to operate for 40 hours.

Artillery

Artillery is an infantryman's great equalizer against mecha. The upside to artillery is that it is cheap; the downside is that it is really hard to get a direct hit on a mecha. There are two types of artillery that are of interest to the Gamemaster: direct-fire and indirect-fire.

Direct-fire artillery is the simplest. It is just mecha weapons put on armored carriages, bunkers, or vehicles.

Indirect-fire uses forward observers (scouts) and the sensor operations skill to target mechas with artillery that is some distance away. This is usually larger weapons such as Naval railguns. A good way to simulate this is set a value from 1-10 for how artillery fire is taking place with 10 being the densest. Then each turn roll a d20. On a result less than or equal to the density of the artillery fire a random mecha's hex is struck. The mecha can make a Reflex DC-25 for half damage. The mecha takes 5d8+15 damage with a penetration 15 from the artillery.

MINES

Mines come in many types and sizes ranging from small claymore to large anti-mecha. They all have a couple things in common. Most have multiple forms of detonators usually radio, pressure/tripwire, or command. They are also renowned for how hard they are to detect.

Minefields: Minefields have a rating from 1 to 20; this is the density of the field. For each hex (or 50 feet) that a mecha moves through a minefield, roll a d20. If it is equal to or less than the density of the minefield it has encountered a mine.

The chance to detect a minefield is based on several factors; the size of the minefield, the speed of the observer, and how actively the observer is looking for the mines. The base DC for a Perception / Sense Operations check of detecting a well-hidden mine field is 40. From this first you subtract the field density, then modify the DC by the highest detection factor for the mines in the field. Last but not least add the modifier for the targets speed. If they are purposely looking for the mines -4, moving ½ speed -2, Normal -0, moving fast +2, or moving at a breakneck speed +4.

A light mine field has a rating of 5-8, normal is 8-12, and a dense minefield has a density of 15-18.

Table 9.4: Mines

Type	PL	Price	Avail	Detection	Damage	Pen	Damage Type	Area of Effect	Reflex DC	Weight
Anti-Mecha, Large	5t	850	40	-4	60	40	Piercing	50/1	30	70
Medium	5t	550	30	-3	40	30	Piercing	40/1	25	55
Small	5t	450	25	-2	20	20	Piercing	30/1	20	40
Anti-Personal, Large	4t	400	25	-2	4d6	---	Concussion	10/-	24	20
Medium	4t	350	23	-1	2d8	---	Concussion	10/-	22	15
Small	4t	300	22	-0	2d6	---	Concussion	10/-	20	10
Anti-Vehicular, Large	6t	400	25	-3	6d8	10	Piercing	30/1	28	30
Medium	5t	350	23	-2	6d6	10	Piercing	20/1	23	23
Small	5t	300	22	-1	4d6	10	Piercing	20/1	18	15
Claymore	4t	300	22	-1	5d8	---	Piercing	50/1	25	4
Claymore, Advanced	6t	500	28	-1	7d8	---	Energy	50/1	25	4

Note: All damage from explosives and mines goes directly to wounds when used against soft targets.

Mines Table

Detection: The detection factor is a bonus added to the Perception / Sensor Operations DC to conceal the minefield.

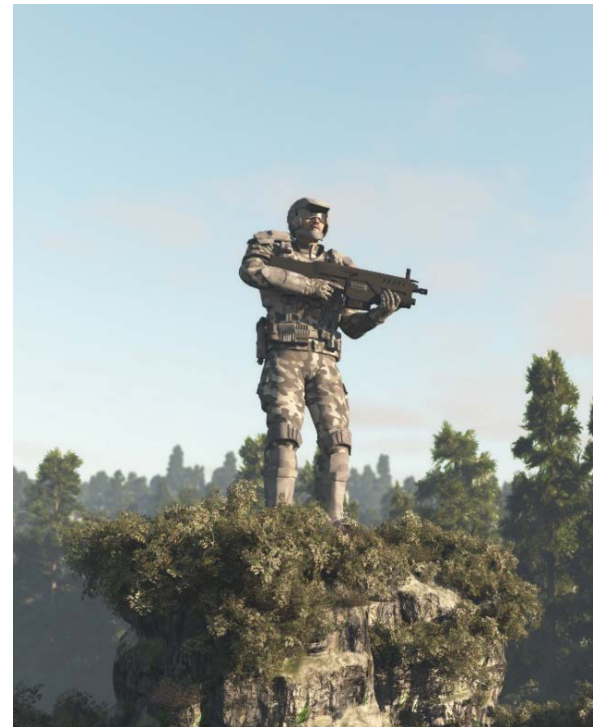
Damage: The damage value is the base damage that the mine does when it detonates.

Penetration (Pen): Penetration is the amount of hardness the damage passes through.

Area of Effect: #/# first value is area of blast in character scale and the second is the area of blast in mecha scale. Area of effect is how large of an explosion is created by the mine.

Anti-Mecha Mines

These are extremely large mines designed to damage mecha. They normally use either a fusion or a plasma charge to create an armor piercing jet that will slice through the mecha's armor. Anti-Mecha mines are also used for taking out have armored vehicles. The Anti-Mecha mine can use a vibration system that detects the difference between a walking target and other modes of transport. This allows it to distinguish between mecha and most vehicles.



Anti-Personnel Mines

These little devils have been hounding soldiers throughout history. The example listed explodes in a 10 foot radius sending shrapnel in all direction. The purpose of an anti-personnel mine is not to kill, it is to injure.

Anti-Vehicular Mines

Also known as anti-tank mines are the older brother of anti-mecha mines. They have been around almost as long as the tank and have taken on various forms. The ones listed are designed to be hidden in or near the ground and then when the vehicle gets near enough to the mine it goes off. Hopefully damaging the vehicle severely.

Claymore and Advanced Claymore

Claymore mines are a special type of mine that has very wise words of instruction on one side "front toward enemy". The reason for this is the claymore is a directional charge instead of exploding in all directions it explodes in a 90-degree cone.

PERSONAL WEAPONS

Advanced Plasma Pistol

Category: Martial Weapons (Small Arms)

The advanced plasma pistol is the next step in plasma technology its size has been greatly reduced. There is no longer any problems for the user with overheating and the weight has been greatly reduced.

Due to this weapon being plasma based on a successful critical hit it inflicts 2d4 plasma damage for 3 turns.

Ammo: Small eCell

Advanced Plasma Rifle

Category: Martial Weapons (Small Arms)

The advanced plasma rifle is a major improvement over the 7t model. It is much smaller, safer to handle, requires less power, and is easier to use. Making it an all-around better weapon.

On a successful critical hit it inflicts 2d6 plasma damage for 3 turns, due to this weapon being plasma based.

Ammo: Small eCell

Garen Combat Rifle

Category: Martial Weapons

The Garen combat rifle is an oversized combat rifle designed for giant sized creatures to use. The kick from its 14mm rifle round is can be too much for smaller creatures when fired. This is a Huge weapon. **Ammo:** 14mm

Manzala Arms Heavy Gauss Rifle

Category: Martial Weapons (Small Arms)

This weapon uses a magnetic field to project 20mm metallic slugs. This weapon is the primary sidearm of the Manzala Rangers and has become popular due to the hit holo-video show "Rangers". Due to its size and recoil a person firing the weapon must have at least a Strength score of 12 (+1) or suffer a -1 to attacks for each point of Strength below 12. This weapon does one half of its damage directly to wounds. **Ammo:** 20mm Metallic

Power Claw

Category: Exotic (Anti-Mecha Weaponry)

This three clawed grasping hand is tipped with short vibro daggers allowing it to cut into almost any surface. Once the claws have entered the target hydraulic rams kick in tearing the claws through the target destroying anything in their path. At least that is the plan. In reality the power claw is rather unwieldy and take a -4 attack penalty when used against target that are not at least one size class larger than the wearer. Due to the combination of the vibro blades and the hydraulic rams the power claw is capable of cutting through 25 normal hardness or 12 hardness on a mecha. The weight of the power claw normally restricts its use to power armor.

Power Claw, Advanced

Category: Exotic (Anti-Mecha Weaponry)

This is a 10t version of the power claw. Instead of vibro daggers and hydraulic rams it uses nanites and gravity shears to tear chunks out of a target. The weapons is not very precise take a -4 penalty when fired at any target not at least one size level greater than the user the weapon is designed for. The force of the gravity shears and the ability of the nanites to weaken the structure are devastating they cut through 30 hardness normally, 18 hardness versus mecha and a deflection of 5. Due to the forces put on the arm of the wielder the advanced power claw must be used in powered armor.

SK-19 Dual Purpose Combat Rifle

Category: Martial Weapons (Small Arms)

Siedler and Kosh made a major splash in many realms with this multi-magazine rifle. The two magazines allow the firer to choose with a simple thumb selector between the two magazines usually one is loaded with armor piercing ammunition while the other is loaded with frangible rounds. The light weight of the 5.7mm ammunition and the ability to use under barrel attachments such as grenade launchers help with the rifles popularity. The bullpup design allows for an ergonomic shape that fits most humanoid forms and while retaining a full length barrel for accuracy. With an overall length of 27 inches the SK-19 is easy to maneuver in tight spaces. **Ammo:** 5.7mm

SK-20 Under-Barrel Grenade Launcher

Category: Heavy Weapons

This is the grenade launcher designed to work in conjunction with the SK-19 rifle. It is a low velocity grenade launcher whose trigger is placed so it can be fired without having to change hand position. This grenade launcher holds three grenades. **Ammo:** 20mm Grenade

Table 9.5: New Weapons

Weapon	PL	Price	Avail	Damage	Crit	Range	Wt	Mag	ROF	Type	Special
Advanced Plasma Pistol	9t	6,750	30	3d8+1	18+	20	4	10 eCell	SA	E (Plasma)	
Advanced Plasma Rifle	9t	8,250	32	4d10+5	18+	80	11	10eCell	SA	E (Plasma)	
Garen Combat Rifle	5t	1,500	18	3d12+4	19+	70	21	20 Box	SA, B3, A	P	
MA Heavy Gauss Rifle	8t	5,000	20	3d6+2	19+	45	8	15 Box	SA	P	½ Wounds
Power Claw	8t	3,800	25	3d10+6	17+	---	15	20 eCell	---	P, C	
Power Claw, Advanced	10t	25,000	35	2d10+15	17+	---	20	10 eCell	---	C	½ Wounds
SK-19	6t	1,500	15	3d8+2	19+	70	7	30 Box / 30 Box	SA, B3, B6	P	
SK-20	6t	2,500	25	By Grenade	n/a	50	4	3	SS	*	

*: See Description

Sleep Gas Rocket

Spews poison gas throughout the area that hangs in the air for 1d6 rounds. Everyone within the area of effect must make Fortitude (DC-25) or fall asleep for 1d6 minutes. The Fortitude test must be made each round that someone is within the gas cloud.

Table 9.6: Ammunition

Type	PL	Price	Avail
14mm (Box of 50)	5t	10	10
20mm Metallic (Box of 50)	2t	8	5
4.7mm (Box of 50)	6t	6	10

MECHA COMPONENTS

Masterwork Mecha Power Plants

Mecha power plants are extremely complex items requiring large teams of people and robots to create. Due to this complexity players cannot actually create the base power plant, but they can upgrade the new power plant to being masterworked. To do this follow the standard create masterwork items steps. Masterwork power plants produce +10% more power level of masterwork. There are a maximum of three levels of masterwork available for purchase.

Price: x10 per level **Availability:** +10 per level

NON-LETHAL MECHA ROCKETS

Not all rockets are meant to kill. Listed below are several rockets that are just meant to incapacitate targets. They may be fired from any mecha rocket launcher and have no effect on mecha or their crew unless the description says otherwise. Non-lethal rockets are primarily used against infantry or against hostile natives.

Smoke Rocket

Military and police forces use these weapons to create temporary concealment. On the round when it impacts, a smoke rocket fills the hex with smoke. On the following round it fills all adjacent hexes. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker cannot use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke rockets are available in several colors, including white, red, yellow, green, and purple. As such, they can be used as signal devices.

Stun Rocket

Stun rockets use a combination of loud noises, bright flashes and chemicals to stun targets within the area of effect. Each target within the burst radius must make a Fortitude (DC-25) or be dazed for 1d4+2 rounds.

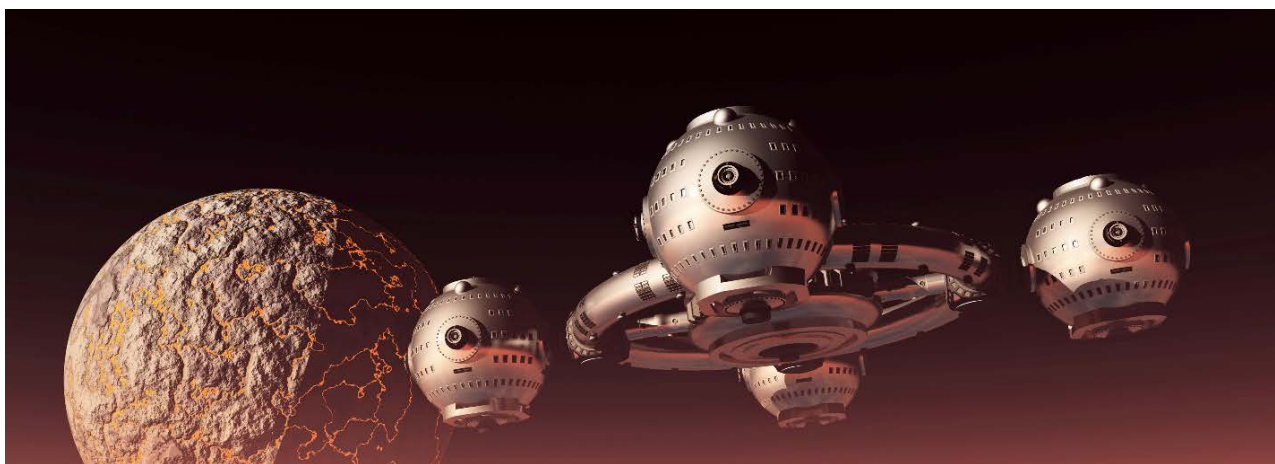
Table 9.7: Non-Lethal Rockets

Type	PL	Price	Avail	DMG	Pen	Range	Burst	Reflex DC	Damage Type	Wt
Foam	7t	500	15	2d6	0	3	2	25	chemical	120
Sleep Gas	6t	600	20	*	0	3	1	—	chemical	100
Smoke	5t	600	20	*	0	3	*	—	—	80
Stun	6t	450	15	*	0	3	1	25	chemical	90
Tear Gas	5t	600	15	*	0	3	*	—	—	100

*- See weapon description for details

Foam Rocket

When this rocket explodes it releases a fire retardant foam related similar to that used in the orbital habitats for goop balls. Upon impact the atomized foam expands extinguishing large portions of the fire. Originally designed for fighting large chemical fires it has been adopted for fighting any large fires. The damage listed is if someone gets caught within the cloud the pressure of the foam and the removal of air causes small amounts of damage.



Tear Gas Rocket

Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round that it is launched, a tear gas rocket fills a 1 hex area with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills the adjacent hexes. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. A character caught in a cloud of tear gas must make a Fortitude save (DC-20) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after leaving the cloud. Those who succeed at their saves but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save.

STARSHIP COMPONENTS

Listed below are mecha related starship components. These components can be used in conjunction with the *Neverwhen: Starships* book

Drop Pods

At 5t, drop pods are capsules just large enough for a single mecha and enough heat shielding to make it from orbit. Descent is slowed by a combination of thrusters and parachutes. Impact is absorbed by large balloons.

At 6t, drop pods change only in the amount of mecha they can carry. It is now possible to fit 4 Light or 2

Medium mecha in a drop pod with a good chance of survival.

By 7t and 8t, gravitics have entered the scene and the drop pods become much safer and faster. There is some experimenting with putting more mecha in the pods but it was found that it made it too easy to lose mecha. Having all your eggs in one basket so to speak. Also at these technology levels drop pods are no longer just the domain of mecha; powered armor and armored vehicles join the fun.

At 9t, drop pods reach their pinnacle in addition to carrying mecha they are turned into weapon platforms in their own right, becoming little bunkers that dot the battlefield.

By 10t, drop pods are losing favor being replaced by forms of teleportation or other rapid forms of transport. With the capabilities of the assault and drop ships at this tech level they can directly drop the mecha in most cases.

On stats on drop pod are as follows AC 10 (15 in flight), Hardness 15+TL, Hull Points 50% of mecha carried to a maximum of TL x 100. Armed drop pods have a number of spaces equal to the 20% of the total number of spaces for mecha carried (Maximum of 4).

Size	Price	Availability	Weight
Light	10,000 x TL	18	5% of Mecha
Medium	12,000 x TL	20	5% of Mecha
Heavy	14,000 x TL	22	5% of Mecha
Extra Heavy	16,000 x TL	24	5% of Mecha
Assault	18,000 x TL	26	5% of Mecha

Table 9.8: Starship General Compartments

Item	Spaces	Weight	Price (Cr)	Avail
Drop Pod Release Point	10% Mecha Size	300 / Space	350 / Space	25
Electronics Shop, Basic	2	2,000	1,500	26 + TL
Electronics Shop, Full	10	10,000	3,500	31 + TL
Machine Shop, Basic	3	15,000	3,500	26 + TL
Machine Shop, Full	30	40,000	7,000	31 + TL
Mecha Bay, Full	Max Spaces of craft to be in bay + 40%	500 / space	700 / space	29
Mecha Bay, Minimal	Max Spaces of craft to be in bay + 20%	400 / space	350 / space	26
Nanite Repair Bay	50	10,000	2 Mcr.	31
Nanite Repair Bay, Advanced	75	15,000	4 Mcr.	60

Vehicle Bay, Full	40	10,000 + Vehicle	50,000	28
Vehicle Bay, Minimal	20	4,000 + Vehicle	20,000	26

Drop Pod Release Point

This is a point where a loaded drop pod is connected to the ship and prepared for drop. The crew of the mecha can freely travel between the ship and the mecha during flight. Once the ship has reached its target the drop pod is retracted slightly into its mass driver launch position and fired at its target entry point.

Electronics Shop, Basic

This is a rudimentary electronics shop; it is required to make repairs on a vessel.

Electronics Shop, Full

This is a full service electronics repair shop that imparts a +2 bonus on repair checks.

Machine Shop, Basic

This is a rudimentary machine shop. It is required to make repairs on a vessel.

Machine Shop, Full

This is a more advanced version of the basic machine shop. It provides a +2 bonus to repair checks.

Mecha Bay, Minimal

A basic mecha bay, little more than a closet just large enough for the mecha to fit into. A mecha vehicle bay allows the repair of vehicle, but with a -4 penalty due to the confined space. Only have exterior mecha doors.

Mecha Bay, Full

The spacious mecha bay, a large chamber used to house and maintain vehicle. Have both exterior and interior mecha doors. So mecha can be transferred between bays and cargo areas.

Nanite Repair Bay (8t)

The nanite repair bay allows any mecha placed within it to be repaired at an accelerated rate. Hull points are repaired at 5 per minute. Damaged equipment is repaired in 3 hours per space and destroyed equipment is repaired in 6 hours per space. Raw materials must be supplied for the repairs to be made.

Nanite Repair Bay, Advanced (9t)

The nanite repair bay allows any mecha placed within it to be repaired at an accelerated rate. Hull points are repaired at 10 per minute. Damaged equipment is repaired in 2 hours per space and destroyed equipment is repaired in 4 hours per space. Raw materials must be supplied for the repairs to be made.

Vehicle Bay, Minimal

A basic vehicle bay, little more than a closet just large enough for the vehicle to fit into. A basic vehicle bay

allows the repair of vehicle, but with a -4 penalty due to the confined space.

Vehicle Bay, Full

The spacious vehicle bay, a large chamber used to house and maintain vehicle.

VEHICLES

The majority of these vehicles are updated from versions from the Neverwhen Core Rulebook.

BMP-2 (4t)

A Soviet-era armored personnel carrier, the BMP is used by the Russian army and more than twenty ex-Soviet states or clients. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch and another full-round action to start it moving. The BMP-2 is three squares wide and four squares long. It provides full cover to its occupants.

BMP-2						
ECL Bonus: +7			Frame: Medium, Military Mk 0 (Huge)			
Hull Points: 250			Hardness: 16			
Reflex Penalty: -4			Fortitude Bonus: +4			
Superstructure: Alumisteel			Weight: 28,277			
Armor: Duraplastic						
Base Armor Class : +10 (+2 Armor, -2 Size)						
CMB/CMD: +2/12			Maint. Cost: 148 cr.			
Base Price/Availability: 148,100 cr. / 30			Character Scale Combat Space: 3 x 4			
Locomotion: Treads (5 Hexes)						
Power Plant: Diesel Engine						
Sensors: Class I Sensors						
Weapon Systems						
Arc	System	DMG	Pen	Crit	RNG	Ammo
360	30mm cannon	4d12	12	19+	4	Linked
---	M-87 Talon Missile Launcher	9d10	15	19+	180	4 Int.
360	PKTM Machinegun	3d8	---	19+	2	Linked
Standard Equipment Package						
Cargo (Cap 300#), Cockpit, Joined (Pilot, Commander), Cockpit-Joined (x8, Passenger), Comms (Basic), Life Support, Light Fortification						

M113a1 Gavin (4t)

Introduced in 1960s and for many years was a mainstay of the U.S. Army. Now, this tracked armored personnel carrier is now in use by more than fifty countries. It is crewed by a driver and a commander, and features a top hatch above each position as well as a rear door. It takes a full-round action to enter the vehicle through a top hatch and another full-round action to start it moving. The Gavin is three

squares wide and four squares long. It provides full cover to its occupants

M113a1 Gavin	
ECL Bonus: +9	Frame: Medium, Military Mk 0 (Huge)
Hull Points: 250	Hardness: 24
Reflex Penalty: -5	Fortitude Bonus: +4
Superstructure: Alumisteel	Weight: 24,600
Armor: Alumisteel	
Base Armor Class : +11 (+3 Armor, -2 Size)	
CMB/CMD: +2/12	Maint. Cost: 195 cr.
Base Price/Availability: 195,100 cr. / 30	Character Scale Combat Space: 3 x 4
Locomotion: Treads (5 Hexes)	
Power Plant: Diesel Engine	
Sensors: Class I Sensors	
Standard Equipment Package	
Cargo (Cap 800#), Cockpit, Joined (Pilot, Commander), Cockpit-Joined (x11, Passenger), Comms (Basic), Increased Hardness (+3), Life Support, Light Fortification	

Military Utility Helicopter (4t)

An example of a military utility helicopter is the UH-60 Blackhawk. The military utility helicopter is three squares wide and twelve squares long. It provides three-quarters cover to crew and passengers (one-quarter cover to passengers if the cargo doors are open).

Military Utility Helicopter	
ECL Bonus: +6	Frame: Heavy, Military Mk 0 (Gargantuan)
Hull Points: 500	Hardness: 10
Reflex Penalty: -4	Fortitude Bonus: +6
Superstructure: Neovulcanium	Weight: 11,510
Armor: n/a	
Base Armor Class : +6 (+0 Armor, -4 Size)	
CMB/CMD: +4/14	Maint. Cost: 1,052 cr.
Base Price/Availability: 1,052,000 cr. / 30	Character Scale Combat Space: 4 x 4
Locomotion: Rotor (11 Hexes)	
Power Plant: Gas Turbine	
Sensors: Class IV Sensors	
Standard Equipment Package	
Cargo (Cap 9,000#), Comms (Basic), Joint-Cockpit (14x Passenger), Joint-Cockpit (Pilot, Co-Pilot)	

M1a2 Abrams (5t)

This is the U.S. Army's main battle tank. It is crewed by a driver, a gunner, a gun loader, and a commander. It has three top hatches, one for the driver and two on the turret. (The driver's position cannot be reached from the other positions, which are all in the turret.) It takes a full-round action to enter a tank and another full-round action to start it moving. The Abrams is three squares wide and six squares long. It provides full cover to its occupants.

M1a2 Abrams	
ECL Bonus: +14	Frame: Heavy, Military Mk 0 (Gargantuan)

Hull Points: 500	Hardness: 36					
Reflex Penalty: -4	Fortitude Bonus: +6					
Superstructure: Vanadium	Weight: 124,500					
Armor: Duralloy						
Base Armor Class : +11 (+5 Armor, -4 Size)						
CMB/CMD: +4/14	Maint. Cost: 1,355 cr.					
Base Price/Availability: 1,354,500 cr. / 32	Character Scale Combat Space: 4 x 4					
Locomotion: Treads (6 Hexes)						
Power Plant: Gas Turbine						
Sensors: Class III Sensors, Oracle Targeting System (Mk 4)						
Weapon Systems						
Arc	System	DMG	Pen	Crit	RNG	Ammo
360	1x 120mm Tank Cannon	10d12	20	18+	6	42
360	1x M2HB	3d12	---	19+	2	Linked
360	1x M240 Machinegun	3d8	---	19+	2	Linked
---	1x M240 Co-Axial Cannon	3d8	---	19+	2	Linked
Standard Equipment Package						
Cockpit Armor (x4, Mk 3), Cockpit Joined (x4, Commander, Driver, Gunner, Loader), Comms (Basic), Increased Hardness +3, Life Support, LX-10 Anti-Shock Array, Medium Fortification						

M2a2 Bradley (5t)

This is the U.S. Army's principal armored personnel carrier. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a



large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch, and another full-round action to start it moving. In addition to its own armament, the Bradley's passenger compartment has ports that allow passengers to fire their personal weapons from within the vehicle. The

Bradley is three squares wide and four squares long. It provides full cover to its occupants.

M2a2 Bradley						
ECL Bonus: +11			Frame: Heavy, Military Mk 0 (Gargantuan)			
Hull Points: 500			Hardness: 30			
Reflex Penalty: -4			Fortitude Bonus: +6			
Superstructure: Vanadium			Weight: 55,200			
Armor: Duralloy						
Base Armor Class : +11 (+5 Armor, -4 Size)						
CMB/CMD: +4/14			Maint. Cost: 832 cr.			
Base Price/Availability: 831,850 cr. / 32			Character Scale Combat Space: 4 x 4			
Locomotion: Treads (6 Hexes)						
Power Plant: Diesel						
Sensors: Class III Sensors, Oracle Targeting System (Mk 3)						
Weapon Systems						
Arc	System	DMG	Pen	Crit	RNG	Ammo
360	1x 25mm Cannon	4d10+6	12	19+	4	900
---	2x TOW Missile Launchers	9d10	18	19+	180	6 Int. @
360	1x M240 Machinegun	3d8	---	19+	2	Linked
Standard Equipment Package						
Cockpit Armor (X10, Mk3), Cockpit-Joined (X2, Driver, Commander), Cockpit-Joined (X8, Passenger), Comms (Advanced), Comms (Basic), Increased Hardness +1, Life Support, Light Fortification						

Stryker Infantry Carrier (5t)

The Stryker is an eight-wheeled armored vehicle. It carries a crew of two, driver and commander/gunner. In addition it can carry a squad of nine infantrymen. For armament the Stryker can carry either a M2HB, a M60, or a MK 19 40mm grenade launcher, in a remote turret of the top of the vehicle (see Table 8-53: Vehicle Weapons). Access to the vehicle is gained through either a top hatch or a large hatch in the rear. Infantrymen in the rear compartment can exit the vehicle as a move action. The Stryker is two squares wide and four squares long. It provides full cover to its occupants.

Stryker Infantry Carrier						
ECL Bonus: +8		Frame: Medium, Military Mk 0 (Huge)				
Hull Points: 350		Hardness: 20				
Reflex Penalty: -2		Fortitude Bonus: +4				
Superstructure: Alumisteel		Weight: 36,850				
Armor: Duralloy						
Base Armor Class : +13 (+5 Armor, -2 Size)						
CMB/CMD: +2/12		Maint. Cost: 493 cr.				
Base Price/Availability: 492,850 cr. / 35		Character Scale Combat Space: 3 x 3				
Locomotion: Wheels (8 Hexes)						
Power Plant: Gas						
Sensors: Class III Sensors						
Weapon Systems						
Arc	System	DMG	Pen	Crit	RNG	Ammo
360	Mk 19 Grenade	Bv	---	---	5	Linked

Launcher	Grenade				
40mm Anti-Tank	3d10	15	18+	3/6	---
Standard Equipment Package					
Cargo (1,000#), Cockpit-Joined (8x Passenger), Cockpit-Joined (Pilot, Commander), Comms (Advanced), Comms (Basic), Life Support, Light Fortification, Structural Enhancement (X2, +100 HP)					

High Mobility Multipurpose Hover Vehicle (6t)

High Mobility Military Hover Vehicle this is the hover version of the Hummer. This four-door utility vehicle is extremely rugged and durable. It can be configured in a variety of ways, including a two-door pickup, a four-door pickup with a short bed, and a completely enclosed, SUV like body with a hatchback and four doors. A HMMHV is two squares wide and four squares long.

HMMHV	
ECL Bonus: +4	Frame: Medium, Paramilitary Mk 0 (Huge)
Hull Points: 200	Hardness: 14
Reflex Penalty: -0	Fortitude Bonus: +4
Superstructure: Duralloy	Weight: 5,600
Armor: Duralloy	
Base Armor Class : +13 (+5 Armor, -2 Size)	
CMB/CMD: +2/12	Maint. Cost: 493 cr.
Base Price/Availability: 168,750 cr. / 18	Character Scale Combat Space: 3 x 3
Locomotion: Forced Air (15 Hexes)	
Power Plant: Mecha eCell	
Sensors: Class II Sensors	
Standard Equipment Package	
Cargo (2,500), Cockpit-Joined(x4, Driver, 3x Passenger), Comms (Basic), Reduce 5 Hardness +5 Reflex, -50% Price and Weight, Surveyor Array	

Palomino Light Hover Tank (6t)

This type of tank is normally used in rapid strike or scouting units. It fills the tradition roles of armored personnel carrier and armored fighting vehicle. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch, and another full-round action to start it moving. In addition to its own armament, the light hover tank's passenger compartment has ports that allow passengers to fire their personal weapons from within the vehicle. The light hover tank is three squares wide and four squares long. It provides full cover to its occupants.

Palomino Light Hover Tank	
ECL Bonus: +11	Frame: Medium, Military Mk 4 (Huge)
Hull Points: 330	Hardness: 30
Reflex Penalty: -2	Fortitude Bonus: +4
Superstructure: Neovulcanium	Weight: 36,850
Armor: Crystal Carbon	
Base Armor Class : +14 (+6 Armor, -2 Size)	

CMB/CMD: +2/12		Maint. Cost: 1,082 cr.				
Base Price/Availability: 1,082,000 cr. / 19		Character Scale Combat Space: 3 x 3				
Locomotion: Forced Air (7 Hexes)						
Power Plant: Mecha eCell						
Sensors: Class III Sensors, Oracle Targeting System (Mk 2)						
Weapon Systems						
Arc	System	DMG	Pen	Crit	RNG	Ammo
360	Tsunami 480 Plasma Cannon	7d10+5	20	19+	3	---
360	Laser Machine Gun	8d6	12	18+	5	---
Standard Equipment Package						
Cargo (1,000#), Comms (Advanced), Comms (Basic), Joint Cockpit (x3, Pilot, Gunner, Commander), Joint Cockpit (x8, Passenger), Life Support (x2)						

Rubicon Heavy Hover Tank (6t)

The heavy hover tank is armed with a rapid fire 105mm main gun, an M-100 missile launcher and a laser machinegun. It is crewed by a driver, a gunner, a gun loader, and a commander. It has three top hatches, one for the driver and two on the turret. (The driver's position cannot be reached from the other positions, which are all in the turret.) It takes a full-round action to enter a tank and another full-round action to start it moving. The heavy hover tank is three squares wide and six squares long. It provides full cover to its occupants.

Rubicon Heavy Hover Tank	
ECL Bonus: +14	Frame: Heavy, Military Mk 4 (Gargantuan)
Hull Points: 500	Hardness: 38
Reflex Penalty: -9	Fortitude Bonus: +6
Superstructure: Neutronite	Weight: 114,790
Armor: Neovulcanium	
Base Armor Class : +12 (+6 Armor, -4 Size)	
CMB/CMD: +4/14	Maint. Cost: 2,576 cr.
Base Price/Availability: 2,576,200 cr. / 40	Character Scale Combat Space: 4 x 4
Locomotion: Forced Air (7 Hexes)	
Power Plant: Mecha eCell	
Sensors: Class IV Sensors, Oracle Targeting System (Mk 2)	

Weapon Systems						
Arc	System	DMG	Pen	Crit	RNG	Ammo
360	105mm Main Gun	8d10+20	20	18+	5	50
360	M-100 Energy Missile Launcher	8d8	16	18+	170	4 int.
360	Laser Machine Gun	8d6	12	18+	5	---
Standard Equipment Package						
Cargo (600#), Cockpit Armor (Mk-2, x3), Comms (Advanced), Comms (Basic), Joint Cockpit (Driver, Gunner, Commander), Life Support, Light Fortification, Point Defense System (35%)						

High Mobility Multipurpose Grav Vehicle (7t)

High Mobility Military Grav Vehicle this is the grav version of the Hummer. This four-door utility vehicle is extremely rugged and durable. It can be configured in a variety of ways, including a two-door pickup, a four-door pickup with a short bed, and a completely enclosed, SUV like body with a hatchback and four doors. A HMMGV is two squares wide and four squares long.

HMMGV	
ECL Bonus: +3	Frame: Medium, Paramilitary Mk 0 (Huge)
Hull Points: 200	Hardness: 10
Reflex Penalty: -0	Fortitude Bonus: +4
Superstructure: Neovulcanium	Weight: 11,900
Armor: Duralloy	
Base Armor Class : +13 (+5 Armor, -2 Size)	
CMB/CMD: +2/12	Maint. Cost: 666 cr.
Base Price/Availability: 666,250 cr. / 21	Character Scale Combat Space: 3 x 3
Locomotion: Gravitic Flight System (12 Hexes)	
Power Plant: Mecha eCell	
Sensors: Class IV Sensors	
Standard Equipment Package	
Aegis Defensive System (Advanced), Cargo (3,000), Cockpit-Joined (Driver, x3 Passenger), Comms (Basic), Life Support, Man-Portable Heavy Weapons Mount (Roof), Point Defense System (35%), Reduce 5 Hardness +3 Reflex, +20 spaces, -50% Price and Weight	

Intrepid Heavy Grav Tank (7t)

The heavy grav tank is a mobile combat platform, armed with a 205mm plasma cannon, 2 missile launchers, and 2 laser machineguns mounted on the flying wing. The heavy grav tank is shaped like a rounded arrow head, with a wing across the narrow rear section. All of the weapons (except for the 205mm plasma cannon) are mounted in extendable turrets giving them exceptional firing arcs. The plasma cannon is mounted in a traditional turret. The energy weapons on this vehicle are powered by an internal nuclear reactor.



It is crewed by a driver, a plasma gunner, two missile gunners, engineer, communications specialist and a commander. The engineer and communications specialist can also operate the laser machineguns. It has two top hatches, one above the command section and one below the wing. In addition, there is a large door hatch on the rear of the vehicle. It takes a full-round action to enter a tank and another full-round action to start it moving. The heavy grav tank is three squares wide and six squares long. It provides full cover to its occupants.

Intrepid Heavy Grav Tank						
ECL Bonus: +12		Frame: Heavy, Military Mk 0 (Gargantuan)				
Hull Points: 500		Hardness: 40				
Reflex Penalty: -9		Fortitude Bonus: +6				
Superstructure: Neutronite		Weight: 105,540				
Armor: Megatanium						
Base Armor Class : +13 (+7 Armor, -4 Size)						
CMB/CMD: +4/14		Maint. Cost: 3,276 cr.				
Base Price/Availability: 3,276,200 cr. / 40		Character Scale Combat Space: 4 x 4				
Locomotion: Gravitic Flight System (10 Hexes)						
Power Plant: Mecha eCell						
Sensors: Class IV Sensors, Oracle Targeting System (Mk 3)						
Weapon Systems						
Arc	System	DMG	Pen	Crit	RNG	Ammo
360	205mm Plasma Cannon	12d10	23	18+	6	---
360	2x M-122 Energy Missile Launcher	10d8	18	18+	180	4 int.
360	2x Laser Machine Gun	8d6	12	18+	5	---
Standard Equipment Package						
Advanced Diagnostics, Cargo (800#), Cockpit Armor (Mk 3, x7), Cockpit-Joined (x7, Large, Driver, 3x Gunner, Engineer, Communications, Commander), Comms (Advanced), Comms (Basic), Life Support (x7), Light Fortification						

Ravager Light Grav Tank (7t)

The light grav tank is a high speed (for a tank) combat vehicle armed with a plasma cannon and 2 laser machineguns (1 forward firing in the hull, and the second on the turret). It fills the tradition roles of armored personnel carrier and armored fighting vehicle. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch, and another full-round action to start it moving. In addition to its own armament, the light hover tank's passenger compartment has ports that allow passengers to fire their personal weapons from within the vehicle. The light grav tank is three squares wide and four squares long. It provides full cover to its occupants. The light grav tank is armed with a plasma cannon and a laser machinegun.

Ravager Light Grav Tank	
ECL Bonus: +11	Frame: Medium, Military Mk 5 (huge)
Hull Points: 350	Hardness: 32

Reflex Penalty: -4		Fortitude Bonus: +4				
Superstructure: Neutronite		Weight: 64,260				
Armor: Duraplastic						
Base Armor Class : +10 (+2 Armor, -2 Size)						
CMB/CMD: +2/12		Maint. Cost: 3,276 cr.				
Base Price/Availability: 1,438,000 cr. / 38		Character Scale Combat Space: 3 x 3				
Locomotion: Gravitic Flight System (12 Hexes)						
Power Plant: Mecha eCell						
Sensors: Class V Sensors, Oracle Targeting System (Mk 3)						
Weapon Systems						
Arc	System	DMG	Pen	Crit	RNG	Ammo
360	100mm Plasma Cannon	10d10	18	19+	3	---
360	2x Laser Machine Gun	8d6	12	18+	5	---
Standard Equipment Package						
Cargo (1,200#), Cockpit-Joined (x10, Passenger), Cockpit-Joined (x3, Driver, Gunner, Commander), Comms (Advanced), Comms (Basic), Life Support (x2), Light Fortification						

Savannah Runner Scout (7t)

This light scout vehicle is designed to operate well ahead of the main forces. Using its stealth suite and advanced communications to gather and relay information about the enemy. If it does get into trouble it has the NT IR-5 Infrared Blaster Cannon to blast free long enough to run for friendly lines. The savannah runner scout is two squares wide and two squares long.

Savanah Runner Scout						
ECL Bonus: +6		Frame: Light, Paramilitary Mk 5 (Large)				
Hull Points: 125		Hardness: 16				
Reflex Penalty: -5		Fortitude Bonus: +2				
Superstructure: Duralloy		Weight: 11,676				
Armor: Duralloy						
Base Armor Class : +14 (+5 Armor, -1 Size)						
CMB/CMD: +1/11		Maint. Cost: 222 cr.				
Base Price/Availability: 222,000 cr. / 21		Character Scale Combat Space: 2 x 2				
Locomotion: Gravitic Flight System (12 Hexes)						
Power Plant: Mecha eCell						
Sensors: Class VI Sensors						
Weapon Systems						
Arc	System	DMG	Pen	Crit	RNG	Ammo
FA	NT IR-5 Infrared Blaster Cannon	6d12	12	19+	1	---
Standard Equipment Package						
Cargo(500#), Cockpit (Pilot, Large), Comms (Advanced), Comms (Basic), Life Support, Magnetic Feet (Clamps), Space Skin, Stealth Suite						

Great Plains Landship (9t)

This 120 foot long landship is designed to command battlefields. Normally supported by several mixed squadrons of mecha. The great plains is a naval vessel on wheels armed with heavy guns and heavily armored. These vehicles are extremely rare on the battlefield and are

normally only see in planetary sieges, their role has been filled by small squadrons of assault mecha, due to their versatility.

Great Plains Landship

ECL Bonus: +19	Frame: Extra-Heavy, Military Mk 0 (Colossal)
Hull Points: 1,000	Hardness: 44
Reflex Penalty: -11	Fortitude Bonus: +8
Superstructure: Megatanium	Weight: 126,710
Armor: Ablative	
Base Armor Class : +9 (+7 Armor, -8 Size)	
CMB/CMD: +8/18	Maint. Cost: 7,115 cr.
Base Price/Availability: 7,114,055 cr. / 45	Character Scale Combat Space: 20 x 12
Locomotion: Tri-Star Wheels (4 Hexes)	
Power Plant: OIF	
Sensors: Achilles Targeting System (x2), Class VII Sensors, Oracle Targeting System (x2, Mk 4)	

Weapon Systems

Arc	System	DMG	Pen	Crit	RNG	Ammo
360	2x MA Laser Pulse Gun	6d12	12	19+	8	---
360	2x NT Devastar Disruptor Cannon	10d12	20	19+	2	---
---	Y-10 Rapid Fire Talon Missile Launcher	9d10	15	19+	120	6 int.
FA	4x M2HB Machine Gun	3d12	---	19+	2	Linked
RF / RR	4x M2HB Machine Gun	3d12	---	19+	2	Linked
RA	4x M2HB Machine Gun	3d12	---	19+	2	Linked
LF / LR	4x M2HB Machine Gun	3d12	---	19+	2	Linked

Standard Equipment Package

Cockpit (Driver/Pilot), Cockpit-Joint(Gunner, Gunner), Cockpit-Joint(Gunner, Gunner), Comms (Advanced), Comms (Basic), Improved Nano-Repair Unit, Improved Point Defense System (20%), Life Support (x3), Light Fortification, Robotic Gunner (Skilled x16, M2HB), Starchamber (Gamma)

Reflex Penalty: -21	Fortitude Bonus: +10
Superstructure: Nanofluidic	Weight: 546,418
Armor: Advanced Adaptive	
Base Armor Class : +4 (+10 Armor, -16 Size)	
CMB/CMD: +16/26	Maint. Cost: 43,380 cr.
Base Price/Availability: 43,379,500 cr. / 55	Character Scale Combat Space: 40 x 20
Locomotion: Improved Gravitic Flight System (5 Hexes)	
Power Plant: OIF	
Sensors: Achilles Targeting System, Class VII Sensors, Oracle Targeting System (x2, Mk 4)	

Weapon Systems

Arc	System	DMG	Pen	Crit	RNG	Ammo
360	6x MA RM-126 Multi-Fire Micro Ion Torpedo	120	40	18+	4	18@
---	2x M-122 Energy Missile Launcher	10d8	18	18+	180	8 int.@
FA	2x Z-80 VRF Rail Gun	7d10+30	12	19+	8	500
RF	2x Z-80 VRF Rail Gun	7d10+30	12	19+	8	500
RR	2x Z-80 VRF Rail Gun	7d10+30	12	19+	8	500
RA	2x Z-80 VRF Rail Gun	7d10+30	12	19+	8	500
LF	2x Z-80 VRF Rail Gun	7d10+30	12	19+	8	500
LR	2x Z-80 VRF Rail Gun	7d10+30	12	19+	8	500

Standard Equipment Package

Advanced Nano-Repair Unit, Alpha Strike (FA, 10 Weapons), Cockpit Armor (Mk 3, x3), Cockpit-Joined (4x Gunners)x2, Cockpit-Joined (Pilot, Commander), Comms (Advanced), Comms (Basic), Crackerjack Neural Link (Mk 3), Improved Point Defense System (40%), Life Support (x3), Light Fortification, Nano Ammunition Generation Unit (M-122), Nano Ammunition Generation Unit (RM-126), Nano Ammunition Generation Unit (Z-80 VRF), Robotic Gunner (Skilled x12, Z-80 VRF Rail Guns), Space Skin, Star Chamber (Omega), Zero-G Stabilizer

Thunder Ridge Airship (10t)

The thunder ridge airship is the monster of the battlefield at over 250 feet long and 150 feet wide it is quite a sight. Looks are not everything the thunder ridge backs it up with a vast arsenal of deadly firepower including six Manzala Arms RM-126 multi-fire micro ion torpedo launchers and a compliment of 12 Z-80 VRF rail guns. This in addition to the thunder ridge's vast armor makes it one of the toughest things ever encountered on a 10t battlefield. Though designed to be used in the front lines many times the thunder ridge is modified for use as a command vessel.

Thunder Ridge Airship

ECL Bonus: +28	Frame: Assault, Military Mk 0 (Colossal II)
Hull Points: 2,500	Hardness: 58



CHAPTER TEN: MAGIC AND MAGIC ITEMS

"There are many weapons in a mecha's arsenal... one of them is magic. Whether it is via a star chamber or from enchanted items. Magic can give a mecha jockey that edge that saves the day. The thing to remember is that mecha are highly resistant to spell effects so always have a backup plan." Smythe says as she sits on the edge of one of the conference tables.

SPELL LIST

Spells that are *italicized* in the spell list are spells that can be found either within the Neverwhen core rulebook or in the following pages. All other spells can be found in the Pathfinder Roleplaying Game.

1 st Level Cyber Templar Spells	
Spell	Short Description
Comprehend Language	You understand all spoken and written languages.
Floating Disk	Creates 3-ft.-diameter horizontal disk that holds 100 lb. /level.
Hold Portal	Holds door shut.
Hypnotism	Fascinates 2d4 HD of creatures.
Mage Armor	Gives subject +4 armor bonus.
Magic Aura	Alters object's magic aura.
Magic Weapon	Weapon gains +1 bonus.
Protection from Evil	+2 to AC and saves vs. mind control, hedges out elementals and outsiders.
Repair Light Damage	<i>Repairs 1d8 +1 per level</i>
Shield	Invisible disc gives +4 to AC, blocks magic missiles.
True Strike	+20 on your next attack roll.
Ventriloquism	Throws voice for 1 min. /level.

2 nd Level Cyber Templar Spells	
Spell	Short Description
Arcane Lock	Magically locks a portal or chest.
Bull's Strength, Mecha	<i>Mecha gains +4 Strength for 1 minute / level.</i>
Cat's Grace, Mecha	<i>Mecha gains +4 Dexterity for 1 minute / level.</i>
Continual Flame	Makes a permanent, heatless torch.
Darkvision	See 60 ft. in total darkness.
False Life	Gain 1d10 temporary hp +1/level (max +10).
Glitterdust	Blinds creatures, outlines invisible creatures.
Gust of Wind	Blows away or knocks down smaller creatures.
Knock	Opens locked or magically sealed door.

Levitate	Subject moves up and down at your direction.
Locate Object	Senses direction toward object (specific or type).
Repair Moderate Damage	<i>Repairs 2d8 + casters level (+10 Max)</i>
Resist Energy	Ignores first 10 (or more) points of damage/attack from specified energy type.
See Invisibility	Reveals invisible creatures or objects.

3 rd Level Cyber Templar Spells	
Spell	Short Description
Arcane Sight	Magical auras become visible to you.
Debug	<i>This spell reduces the chance of devices failing due to wear.</i>
Enchanted Firewall	<i>Protects an object from being possessed by incorporeal creatures.</i>
Flaming Projectiles	<i>Projectiles deal +1d6 fire damage.</i>
Gentle Repose	Preserves one corpse.
Ghost in the Machine	<i>The Techno-Mage can transfer their consciousness into a machine such as a computer. This gives a +6 situational bonus for using the machine occupied.</i>
Halt Undead	Immobilizes undead for 1 round/level.
Haywire	<i>This spell increases the chance of a device malfunctioning.</i>
Heroism	Gives +2 bonus on attack rolls, saves, skill checks.
Keen Edge	Doubles normal weapon's threat range.
Magic Circle against Evil	As protection spells, but 10-ft. radius and 10 min. /level.
Mecha Jockey's Blessing	<i>Grants a +1 Luck bonus on attack rolls, damage, saves and skill checks. Gives foes a -1 penalty on same.</i>
Mystic Loader, Mecha	<i>A mystical force reloads weapons for the caster.</i>
Mystic Rapid Fire, Mecha	<i>Increase the rate of fire of a mecha class weapon but sacrifices weapon accuracy.</i>
Nondetection	Hides subject from divination, scrying.
Protection from Energy	Absorb 12 points/level of damage from one kind of energy.
Repair Serious Damage	<i>Repairs 3d8 + casters level (+15 Max)</i>
Shrink Item	Object shrinks to one-sixteenth size.
Tongues	Speak any language.

4 th Level Cyber Templar Spells	
Spell	Short Description
Detect Scrying	Alerts you of magical eavesdropping.
Drain	<i>This spell drains all of the energy out of a technological device.</i>

Locate Creature	Indicates direction to familiar creature.
Minor Creation	Creates one cloth or wood object.
Stoneskin	Ignore 10 points of damage per attack.
Telegraph Move	Gain a +4 bonus to Initiative by predicting others movements.

SPELL DESCRIPTIONS

Bull's Strength, Mecha

School: Transmutation	Level: Cleric 2, CT 2, Sorcerer/Wizard 2, TDM 2, TM 2
Casting Time:	1 Standard Action
Components:	V, S, M/DF (a few hairs, or a pinch of dung, from a bull)
Range:	Touch
Target:	Mecha Touched
Duration:	1 min./level
Saving Throw: Will negates (Harmless);	Spell Resistance: Yes (Harmless)
The mecha becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.	

Cat's Grace, Mecha

School: Transmutation	Level: Bard 2, CT 2, Sorcerer/Wizard 2, TDM 2, TM 2
Casting Time:	1 Standard Action
Components:	V, S, M (pinch of cat fur)
Range:	Touch
Target:	Mecha Touched
Duration:	1 min./level
Saving Throw: Will negates (Harmless);	Spell Resistance: Yes (Harmless)
The transmuted mecha becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.	

Divine Crowbar

School: Evocation	Level: Cleric 9, TM 9
Casting Time:	1 Standard Action
Components:	V, S
Range:	Long (400 ft. + 40 ft./ level)
Target:	One Corporeal Large Target
Duration:	Instant
Saving Throw: None	Spell Resistance: Yes

This spell summons a large metal spike to seemingly come from the heavens themselves (Or at least from orbit) to come streaking down and strike a target. On impact the metal spike compresses into a plasma jet punching through most forms of armor and usually destroying anything on the other side. This spell maybe cast at mecha ranges as if using a gamma starchamber even if one is not available. The spike does 180 points of damage with a penetration of 40.

Enchanted Firewall

School: Enchantment	Level: TM 3, CT 3
Casting Time:	Attack Action
Components:	V, S
Range:	Touch
Target:	One Object
Duration:	10 min. / Level

This spell allows you protect an object such as a mecha from being possessed. For example, a techno mage would not be able to use Ghost in the Machine on a computer that has Enchanted Firewall cast on it.

The size of the object that can be affected by this spell is based on the casters level. The caster can affect an object up to 10,000 pounds per casting level. This is very effective at stopping neogeist and other such beings.

Gate Reading

School: Divination	Level: TDM 3
Casting Time:	1 Minute
Components:	V, S
Range:	20 Ft.
Target:	One Open Gate
Duration:	Instantaneous
Saving Throw: None	Spell Resistance: No

This spell allows you to read the power levels on the other side of a gate with a fair amount of accuracy. When reading the power levels of a realm make an Intelligence test DC-20, add your levels in trans-dimensional magi. If you make the check you have accurately determined the power levels. The more you miss it by the less accurate the reading was. The Gamemaster determines how far off the reading actually was.

Mecha Jockey's Blessing

School: Enchantment (Compulsion)	Level: Cleric 3, CT 3, TDM 4
Casting Time:	1 Standard Action
Components:	V, S
Range:	40 ft.
Target:	One Mecha and Crew
Duration:	1 Minute / Level
Saving Throw: None	Spell Resistance: Yes

This spell brings special favor on your mecha and your crew and disfavor on your enemies. You and your crew gain a +1 luck bonus on attack rolls, weapon damage, saves, and skill checks, while your foes takes a -1 penalty on such rolls.

Mecha Jockey's Blessing, Greater

School: Enchantment (Compulsion)	Level: Cleric 5, TDM 6
Casting Time:	1 Standard Action
Components:	V, S
Range:	40 ft.
Target:	One Mecha and Crew
Duration:	1 Minute / Level
Saving Throw: None	Spell Resistance: Yes

This blessing brings special favor on your mecha and your crew and disfavor on your enemies. You and your crew gain a +1 luck bonus on attack rolls, weapon damage, saves, and skill checks, while your foes takes a -1 penalty on such rolls. In addition, it provides all of your crew and your mecha with 1d6 points worth of regeneration each round.

Mystic Loader, Mecha

		CT 3, Sorcerer /
School: Conjuration (Creation)	Level: Wizard 3, TDM 3, TM 2	
Casting Time:	1 Standard Action	
Components:	V, S, M (A bit of string, a bit of wood, and some gun oil)	
Range:	Close (25 ft. +5 ft./2 levels)	
Target:	One Mecha Weapon	
Duration:	Instantaneous	
Saving Throw:		
None	Spell Resistance:	No

This spell uses mystic forces to reload a weapon for the caster. A single target weapon is fully reloaded by the magic. The maximum amount of rounds that can be loaded by this spell is 100 rounds loose / belted or 6 missiles / rockets

Mystic Loader, Personal

		Sorcerer /
School: Conjuration (Creation)	Level: Wizard 2, TDM 2, TM 1	
Casting Time:	1 Standard Action	
Components:	V, S, M (A bit of string, a bit of wood, and some gun oil)	
Range:	Touch	
Target:	One Personal Weapon	
Duration:	Instantaneous	
Saving Throw:		
None	Spell Resistance:	No

This spell uses mystic forces to reload a small arm for the caster. A single target weapon is fully reloaded by the magic. The maximum amount of rounds that can be loaded by this spell is 100 rounds loose or belted.

Mystic Rapid Fire, Lesser

		Sorcerer / Wizard
School: Transmutation	Level: 3, TM 3	
Casting Time:	1 Standard Action	
Components:	V, S	
Range:	Touch	
Target:	One Weapon	
Duration:	Instantaneous	
Saving Throw:		
None	Spell Resistance:	No

This spell allows you to temporarily increase the rate of fire of a personal weapon by sacrificing its accuracy. Each shot after the first has a cumulative -2 attack penalty. For example, the second shot is at -2, third -4, fourth -6, fifth -8, sixth -10, etc.

The maximum number of shots that can be fired is equal to the characters casting level. This spell may only be cast on small arms.

Mystic Rapid Fire, Mecha

		CT 3, Sorcerer /
School: Transmutation	Level: Wizard 3, TM 3	
Casting Time:	1 Standard Action	
Components:	V, S, Star Chamber	
Range:	Close	
Target:	One Weapon	
Duration:	Instantaneous	
Saving Throw:		
None	Spell Resistance:	No

This spell allows you to temporarily increase the rate of fire of a weapon by sacrificing its accuracy. Each shot after the first has a cumulative -2 attack penalty. For example, the second shot is at -2, third -4, fourth -6, fifth -8, sixth -10, etc.

The maximum number of shots that can be fired is equal to ½ the character's casting level. This spell maybe cast on any mecha weapons.



Neogeist Preparation

		Cleric 4, Sorcerer /
School: Enchantment	Level: Wizard 4, TDM 4, TM 4	
Casting Time:	4 Hours	
Components:	V, S, M (unprepared shell)	
Range:	Touch	
Target:	Unprepared Shell	
Duration:	Instantaneous	
Saving Throw:		
None	Spell Resistance:	No

This spell prepares an empty shell for habitation by a neogeist. Through the rituals performed and magics imbued, the neogeist is able to inhabit the shell for longer periods of time than normal. These special shells can be quite expensive, prices are listed in the race description.

Telegraphed Move

		CT 4, Sorcerer / Wizard 4,
School: Divination	Level: TDM 4	
Casting Time:	1 Standard Action	

Components:	V, S
Range:	Medium (100 ft. + 10 ft. / level)
Effect:	Magical Sensor
Duration:	1 Min./Level
Saving Throw:	Spell
None	Resistance: No

Through a combination of divination and telepathy this spell allows you to predict the movements of the creatures around you. This provides a +4 bonus to initiative for the duration of the spell.

MAGIC ITEMS ON MECHA

Many enchantments/magic items may be used on mecha; these slots are limited to the 9 areas and quantities below.

Mecha Frame: 2
Mecha Superstructure: 1
Mecha Power Plant: 1
Mecha Armor: 2
Mecha Locomotion: 1
Mecha Sensors: 1
Mecha Defenses: 2
Mecha Weapons: 3
Mecha Wondrous Items: 2

ACQUIRING MAGIC ITEMS

There are three ways to acquire magic items: find them, create them, or purchase them. To create them see the Pathfinder Roleplaying Game Core Rulebook. To find them you go out adventuring. Purchasing them just takes credits, an availability check, and permission from your Gamemaster.

ADDITIONAL MAGIC ITEMS

Vehicular and Starship magic items where appropriate may also be used on mecha with the Gamemaster's permission. For example, the always popular Fuzzy Dice of Luck from the vehicular magic items section of the Neverwhen Core Rulebook. These would be quite acceptable in a mecha (and would look good).

MECHA MAGIC ITEM DESCRIPTIONS

Aura: This is the type and strength of magic the item radiates under detect magic.

Caster Level (CL): This is the level of the effect of the spells on the item. It is used for dispelling, spell resistance, and such.

Slot: This is which mecha magic item slot the item takes up.

Weight: This is how much the enchanted item weighs in pounds.

Price: This shows how much the item will cost in credits.

Availability (Avail): This is how hard it is to locate the item and purchase it. The higher the number the harder it is to purchase. For more details on the availability system see the gear chapter of the Neverwhen Core Rulebook.

Construction: The information in this area is used if you are attempting to create the enchanted item.

MECHA FRAME

Bashing Frame – 4m			
Aura	Moderate Transmutation	CL	8th
Slot	Mecha Frame	Weight	None
Price	50% Frame Price + 40,000 cr.	Availability	Frame Avail + 5

DESCRIPTION

A mecha with this frame is enchanted to perform slam attacks. A mecha with a *bashing frame* deals damage as if it were two size categories larger (a light mecha thus deals 2d8 points of damage and a Medium mecha deals 4d6 points of damage). The mecha acts as a +1 weapon when making slam attacks. Extra-Heavy mecha do 4d10 damage and Assault mecha do 5d10 damage on slam attacks with this enchantment.

CONSTRUCTION

Requirements	Enchant Mecha Frame, <i>Bull's Strength</i>	Cost	25% Frame Price +20,000 cr.
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Determination Frame – 5m			
Aura	Moderate Conjunction	CL	10th
Slot	Mecha Frame	Weight	None
Price	50% Frame Price + 10,000 cr.	Availability	Frame Avail + 5

DESCRIPTION

A mecha with the *determination* enchantment provides the ability to fight on even in the face of seemingly impossible odds. Once per day, when the one of the crew of the mecha reaches 0 or fewer wounds, the enchantment automatically casts *Breath of Life* at 10th level.

CONSTRUCTION

Requirements	Enchant Mecha Frame, <i>Breath of Life</i>	Cost	25% Frame Price +5,000 cr.
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Ethereal Frame – 6m			
Aura	Moderate Transmutation	CL	13th
Slot	Mecha Frame	Weight	None
Price	80% Frame Price +50,000 cr.	Availability	Frame Avail + 10

DESCRIPTION

On command, this ability allows the mecha to become ethereal (as the *Ethereal Jaunt* spell) once per day. The mecha can remain ethereal for as long as desired, but once it returns to normal, it cannot become ethereal again that day.

CONSTRUCTION

Requirements	Enchant Mecha Frame, <i>Etherealness</i>	Cost	40% Frame Price
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				+25,000 cr.
Ghostly Frame – 8m				
Aura	Strong Transmutation	CL	15th	
Slot	Mecha Frame	Weight	None	
Price	70% Frame Price +20,000 cr.	Availability	Frame Avail + 6	
DESCRIPTION				
This mecha seems almost translucent. Both its hardness and its armor bonus count against the attacks of corporeal and incorporeal creatures. It can be operated and piloted by corporeal and incorporeal creatures alike.				
CONSTRUCTION				
Requirements	Enchant Mecha Frame, <i>Etherealness</i>	Cost	35% Frame Price +10,000 cr.	

Martyring Frame – 5m				
Aura	Moderate Conjuraton	CL	9th	
Slot	Mecha Frame	Weight	None	
Price	30% Frame Price +20,000 cr.	Availability	Frame Avail + 1	
DESCRIPTION				
This enchantment allows the pilot to capitalize on their own injuries and damage to effect allies. Once per day as an immediate action, when an enemy confirms a critical hit against the mecha with a martyring frame, the pilot can heal up to nine allies (crew and mecha) within 5 hexes as if using the mass cure light wounds spell (1d8+9 hit points/wounds each). In addition, all allied mecha within the radius are repaired for 3d8+9 hull points.				
CONSTRUCTION				
Requirements	Enchant Mecha Frame, <i>Mass Cure Light Wounds, Repair Serious Damage</i>	Cost	15% Frame Price +10,000 cr.	

Reflecting Frame – 7m				
Aura	Strong Abjuration	CL	14th	
Slot	Mecha Frame	Weight	None	
Price	100% Frame Price +100,000 cr.	Availability	Frame Avail + 10	
DESCRIPTION				
This mecha shines like a highly polished mirror. Its surface is completely reflective. Once per day, it can be called on to reflect a spell back at its caster exactly like the <i>Spell Turning</i> spell.				
CONSTRUCTION				
Requirements	Enchant Mecha Frame, <i>Spell Turning</i>	Cost	50% Frame Price +50,000 cr.	

Spell Storing Frame – 6m				
Aura	Strong Evocation	CL	12th	
Slot	Mecha Frame	Weight	None	
Price	80% Frame Price +30,000 cr.	Availability	Frame Avail + 7	
DESCRIPTION				
This enchantment allows a spellcaster to store a single				

touch spell of up to 3rd level in the frame. Anytime a creature hits the mecha with a melee attack or melee touch attack, the frame can cast the spell on that creature as a swift action if the pilot desires. Once the spell has been cast, a spellcaster can cast any other targeted touch spell of up to 3rd level into it. The frame magically imparts to the pilot the name of the spell currently stored within it. A randomly rolled frame of spell storing armor has a 50% chance to have a spell stored in it already. Spell storing armor emits a strong aura of the evocation school, plus the aura of the stored spell.			
CONSTRUCTION			
Requirements	Enchant Mecha Frame, <i>CL 12</i>	Cost	40% Frame Price +15,000 cr.

MECHA SUPERSTRUCTURE

Polymorphic Superstructure – 8m				
Aura	Strong Transmutation	CL	16 th	
Slot	Mecha Superstructure	Weight	None	
Price	Superstructure Price +250,000 cr.	Availability	Superstructure Avail + 5	
DESCRIPTION				
This enchantment allows the pilot to transform the mecha into another form. This other form is set at the time the enchantment is created. This second form must be mechanical in nature, and within one size of the mecha. For example a large mecha could transform into a Huge mechanical dragon.				
CONSTRUCTION				
Requirements	Enchant Mecha Superstructure, <i>Polymorph Object</i>	Cost	40% Superstructure Price +125,000 cr.	

Superstructure of Blinking – 4m				
Aura	Moderate Transmutation	CL	7 th	
Slot	Mecha Superstructure	Weight	None	
Price	80% Superstructure Price +27,000 cr.	Availability	Superstructure Avail + 5	
DESCRIPTION				
Three times per day this enchantment makes the mecha blink, as the <i>Blink</i> spell.				
CONSTRUCTION				
Requirements	Enchant Mecha Superstructure, <i>Blink</i>	Cost	40% Superstructure Price +13,500 cr.	

Superstructure of the Chameleon – 2m				
Aura	Faint Illusion	CL	3 rd	
Slot	Mecha Superstructure	Weight	None	
Price	20% Superstructure Price +13,000 cr.	Availability	Superstructure Avail	
DESCRIPTION				
As a free action, the mecha can gain the ability to magically blend in with the surroundings. This provides a +10				

competence bonus on Stealth checks.			
CONSTRUCTION			
Enchant Mecha		10%	
Requirements	Superstructure, <i>Invisibility</i>	Cost	Superstructure Price +6,500 cr.



Superstructure of the Dragon – 8m			
Aura	Strong Transmutation	CL	16 th
Slot	Mecha Superstructure	Weight	None
Price	100% Superstructure Price +100,000 cr.	Availability	Superstructure Avail + 5

DESCRIPTION

Three times per day this enchantment allows the pilot to cast *Form of the Dragon III*.

CONSTRUCTION			
Enchant Mecha Superstructure, <i>Form of the Dragon III</i>		Cost	50% Superstructure Price +50,000 cr.

Superstructure of Energy Resistance, Minor – 2m

Aura	Moderate	CL	3 rd
Slot	Mecha Superstructure	Weight	None
Price	Superstructure Price 40% +15,000 cr.	Availability	Superstructure Avail +5

DESCRIPTION

This enchantment continually protects the wearer from damage from one type of energy—acid, cold, electricity, fire, plasma, radiation, or sonic (chosen by the creator). Each time the wearer would normally take such damage, subtract the resistance value from the damage dealt.

This spell grants 10 points of resistance.

CONSTRUCTION			
Requirements	Enchant Mecha Superstructure, <i>Resist Energy</i>	Cost	20% Superstructure Price +7,500 cr.

Superstructure of Energy Resistance, Major 4m

Aura	Major Abjuration	CL	7 th
Slot	Mecha Superstructure	Weight	None
Price	Superstructure Price 60% +38,000 cr.	Availability	Superstructure Avail +7

DESCRIPTION

This spell grants 20 points of resistance.

CONSTRUCTION			
Requirements	Enchant Mecha Superstructure, <i>Resist Energy</i>	Cost	30% Superstructure Price +19,000 cr.

Superstructure of Energy Resistance, Greater 6m

Aura	Greater Abjuration	CL	11 th
Slot	Mecha Superstructure	Weight	None
Price	Superstructure Price 100% +45,000 cr.	Availability	Superstructure Avail +9

DESCRIPTION

This spell grants 30 points of resistance.

CONSTRUCTION			
Requirements	Enchant Mecha Superstructure, <i>Resist Energy</i>	Cost	50% Superstructure Price +22,500 cr.

Superstructure of Hardening, Lesser – 4m

Aura	Moderate Transmutation	CL	7 th
Slot	Mecha Superstructure	Weight	None
Price	50% Superstructure Price +30,000 cr.	Availability	Superstructure Avail +5

DESCRIPTION

This enchantment increases the hardness of the superstructure by +3.

CONSTRUCTION

Requirements	Enchant Mecha Superstructure, <i>Stoneskin</i>	Cost	25% Superstructure Price +15,000 cr.
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Superstructure of Hardening, Major – 5m

Aura	Major Transmutation	CL	10 th
Slot	Mecha Superstructure	Weight	None
Price	100% Superstructure Price +60,000 cr.	Availability	Superstructure Avail +10

DESCRIPTION

This enchantment increases the hardness of the superstructure by +6.

CONSTRUCTION

Requirements	Enchant Mecha Superstructure, <i>Stoneskin</i>	Cost	50% Superstructure Price +30,000 cr.
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Superstructure of Shrinking – 2m

Aura	Strong Transmutation	CL	3 rd
Slot	Mecha Superstructure	Weight	None
Price	10% Superstructure Price +50,000 cr.	Availability	Superstructure Avail +5

DESCRIPTION

With the utterance of the command word the mecha shrinks. This enchantment allows the mecha to “shrink” to a miniature (2 inch tall) version, small enough to fit in the palm of one’s hand. Shrinking or enlarging the mecha requires a command word, and the mecha takes a full-round action to shrink or return to full size. The mecha will not shrink if it contains any living beings, but can be shrunk with up to 150 pounds of cargo stored in its cargo area. The vehicle will not unfold if it is in an area that will not allow it to expand to its full size. A mecha in its miniature size has 50 hit points. The mecha is destroyed and cannot be repaired if reduced to 0 hit points in its miniature form.

CONSTRUCTION

Requirements	Enchant Mecha Superstructure, <i>Shrink Item</i>	Cost	5% Superstructure Price +25,000 cr.
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MECHA POWER PLANTS

Power Plant of the Elements – 8m

Aura	Strong Conjunction	CL	15 th
Slot	Mecha Power Plant	Weight	None
Price	Power Plant Total Price + 200,000 cr.	Availability	Power Plant Avail + 10

DESCRIPTION

This power plant is powered by a pack of trapped greater elementals. These elementals allow the mecha to operate anywhere that has access to the elemental planes. In addition, the power plant acts as a fully activated *Ring of Elemental Command*.

CONSTRUCTION

Requirements	Enchant Mecha Power Plant, <i>Summon Monster VI, all appropriate spells</i>	Cost	Superstructure Price + 100,000 cr.
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Power Plant of Empowerment – 9m

Aura	Strong (no school)	CL	17 th
Slot	Mecha Power Plant	Weight	250 pounds
Price	10% (lesser)/ 20% (normal) / 30% (greater) Power Plant Total Price	Availability	Power Plant Avail + 3 /+5 /+7

DESCRIPTION

The power plant can augment the casting of powers through a star chamber up to three spells per day that are empowered as though using the *Empower Spell* feat.

Lesser power plant can be used with spells of 3rd level or lower. Normal empowerment power plant can be used with spells of 6th level or lower. While greater power plant can be used with spells of 9th level or lower.

CONSTRUCTION

Requirements	Enchant Mecha Power Plant, <i>Empower Spell</i>	Cost	5% (lesser)/ 10% (normal) / 15% (greater) Power plant total Price
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Power Plant of Enlargement – 9m

Aura	Strong (no school)	CL	17 th
Slot	Mecha Power Plant	Weight	250 pounds
Price	5% (lesser) + 6,000 cr. / 10% (normal) + 15,000 cr. / 15% (greater) + 50,000 cr. Power Plant Total Price	Availability	Power Plant Avail + 0 /+3 /+5

DESCRIPTION

The power plant can augment the casting of powers through a star chamber up to three spells per day that are empowered as though using the *Enlarge Spell* feat.

Normal power plant can be used with spells of 6th level or lower. Lesser power plant can be used with spells of 3rd level or lower, while greater power plant can be used with spells of 9th level or lower.

CONSTRUCTION

Requirements	Enchant Mecha	Cost	3% +3,000 cr.
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Power Plant, <i>Enlarge Spell</i>	(lesser)/ 5% +7,500 cr. (normal) / 8% +25,000 cr. (greater) Power plant total Price
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Power Plant of Extend – 9m			
Aura	Strong (no school)	CL	17 th
Slot	Mecha Power Plant	Weight	250 pounds
Price	5% (lesser) + 6,000 cr. / 10% (normal) + 22,000 cr. / 15% (greater) +49,000 cr. Power Plant Total Price	Availability	Power Plant Avail + 0 /+3 /+5

DESCRIPTION

The power plant can augment the casting of powers through a star chamber up to three spells per day that are empowered as though using the *Extend Spell* feat.

Normal power plant can be used with spells of 6th level or lower. Lesser extend power plant can be used with spells of 3rd level or lower, while greater extend power plant can be used with spells of 9th level or lower.

CONSTRUCTION

Requirements	Enchant Mecha Power Plant, <i>Extend Spell</i>	Cost	3% + 3,000 cr. (lesser)/ 5% +11,000 cr. (normal) / 8% +24,500 cr. (greater) Power plant total Price
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Power Plant of Maximize – 9m			
Aura	Strong (no school)	CL	17 th
Slot	Mecha Power Plant	Weight	250 pounds
Price	25% (lesser) + 14,000 cr. / 50% (normal) + 75,000 cr. / 75% (greater) + 170,000 cr. Power Plant Total Price	Availability	Power Plant Avail + 5 /+8 /+10

DESCRIPTION

The power plant can augment the casting of powers through a star chamber up to three spells per day that are empowered as though using the *Maximize Spell* feat.

Normal power plant can be used with spells of 6th level or lower. Lesser power plant can be used with spells of 3rd level or lower, while greater power plant can be used with spells of 9th level or lower.

CONSTRUCTION

Requirements	Enchant Mecha Power Plant, <i>Maximize Spell</i>	Cost	13% +7,000 cr. (lesser)/ 25% 37,500 cr. (normal) / 37% +85,000 cr. (greater) Power plant total Price
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Power Plant of Quickness – 9m			
Aura	Strong (no school)	CL	17 th
Slot	Mecha Power Plant	Weight	250 pounds
Price	200% (lesser) + 35,000 cr. / 250% (normal) + 75,000 cr. / 300% (greater) + 170,000 cr. Power Plant Total Price	Availability	Power Plant Avail + 5 /+10 /+15

DESCRIPTION

The power plant can augment the casting of powers through a star chamber up to three spells per day that are empowered as though using the *Quicken Spell* feat.

Normal power plant can be used with spells of 6th level or lower. Lesser power plant can be used with spells of 3rd level or lower, while greater power plant can be used with spells of 9th level or lower.

CONSTRUCTION

Requirements	Enchant Mecha Power Plant, <i>Quicken Spell</i>	Cost	100% +17,500 cr. (lesser)/ 125% +37,500 cr. (normal) / 150% +85,000 cr. (greater) Power plant total Price
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MECHA ARMOR

The enhancement bonus for mecha magical armor applies to both armor class and to the hardness of the mecha.

Table 10.1 is used to determine random magical armor



for players and NPCs.

In addition, to the special abilities listed below most armor special abilities from the Pathfinder Roleplaying Game expansions can be used on mecha armor.

Table 10.1: Mecha Random Magical Armor

Light / Medium	Heavy / X- Heavy	Assault	Armor Bonus	Base Price	Armor Avail
01-25	01-15	01-04	+1	2x Armor Price	+2
26-50	16-35	05-15	+2	5x Armor Price	+4
51-60	36-55	16-41	+3	10x Armor Price	+6
61-66	56-70	42-52	+4	20x Armor Price	+8
---	---	53-60	+5	50x Armor Price	+10
---	---	---	+6 ¹	100x Armor Price	+12
---	---	---	+7 ¹	150x Armor Price	+14
---	---	---	+8 ¹	200x Armor Price	+16
---	---	---	+9 ¹	250x Armor Price	+18
---	---	---	+10 ¹	300x Armor Price	+20
67-68	71-85	61-75	Specific Armor	Varies	Varies
69-100	86-100	74-100	Special Ability and roll again	Varies	Varies

1 - Armor can't have enhancement bonus higher than +5. Use these lines to determine price when special abilities are added in.

SPECIFIC MAGICAL ARMORS

Armor of Spell Resistance – 8m			
Aura	Strong Abjuration	CL	15 th
Slot	Enchant Mecha Armor	Weight	None
Price	100% + 10,000 cr. /	Availability	Armor
	200% + 15,000 cr. /		Avail +5/
	300% + 20,000 cr.		+10/ +15
	Armor Price		
DESCRIPTION			
This grants the mecha increased spell resistance. The spell resistance is increased by +2/+4/+6.			
CONSTRUCTION			

Requirements	Enchant Mecha Armor, <i>Spell Resistance</i>	Cost	50% +5,000 cr. / 100% +7,500 cr./ 150% +10,000 cr. Armor Price
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Armor of Undead Control – 7m			
Aura	Strong Necromancy	CL	13 th
Slot	Enchant Mecha Armor	Weight	None
Price	Armor Price + 50,000 cr.	Availability	Armor Avail +5

DESCRIPTION			
Armor of Undead Control often has skeletal or other grisly decorations or flourishes. It lets the user control up to 26 HD of undead per day, as the <i>Control Undead</i> spell. At dawn each day, the pilot loses control of any undead still under their sway. Mecha with this ability appear to be made of bone; this feature is entirely decorative and has no other effect on the mecha.			

CONSTRUCTION			
Requirements	Enchant Mecha Armor, <i>Control Undead</i>	Cost	50% Armor Price +25,000 cr.

Expeditious Armor – 3m			
Aura	Faint Transmutation	CL	5 th
Slot	Enchant Mecha Armor	Weight	None
Price	25% Armor Price + 10,000 cr.	Availability	Armor Avail

DESCRIPTION			
Three times per day as a swift action, the mecha with the expeditious armor ability can summon a burst of speed and gain a +2 hex enhancement bonus on all modes of movement for 1 round.			

CONSTRUCTION			
Requirements	Enchant Mecha Armor, <i>Expeditions Retreat</i>	Cost	15% Armor Price +5,000 cr.

Radiant Armor – 3m			
Aura	Moderate Evocation	CL	6 th
Slot	Enchant Mecha Armor	Weight	None
Price	25% Armor Price + 10,000 cr.	Availability	Armor Avail

DESCRIPTION			
Mecha with the radiant armor ability shine as brightly as a spotlight. This radiance can be suppressed or resumed on command. Designs usually feature bright colors and a brilliant sheen even when not illuminated. Once per day, the wearer can command the armor to brighten to the strength of a daylight spell for 1 hour or until commanded to dim.			

CONSTRUCTION			
Requirements	Enchant Mecha Armor, <i>Daylight</i>	Cost	15% Armor Price +5,000 cr.

Shadow Armor – 3m			
Aura	Faint Illusion	CL	5 th
Slot	Enchant Mecha Armor	Weight	None
Price	50% Armor Price + 5,000 cr.	Availability	Armor Avail
DESCRIPTION			
This armor blurs the mecha whenever it tries to hide, while also dampening the sound around it, granting a +5 competence bonus on Stealth checks.			
CONSTRUCTION			
Requirements	Enchant Mecha Armor, <i>Invisibility</i> , <i>Silence</i>	Cost	50% Armor Price +2,500 cr.

Shadow Armor, Improved – 5m			
Aura	Moderate Illusion	CL	10 th
Slot	Enchant Mecha Armor	Weight	None
Price	75% Armor Price + 15,000 cr.	Availability	Armor Avail +4
DESCRIPTION			
As shadow armor, except it grants a +10 competence bonus on Stealth checks.			
CONSTRUCTION			
Requirements	Enchant Mecha Armor, <i>Invisibility</i> , <i>Silence</i>	Cost	40% Armor Price +7,500 cr.

Shadow Armor, Greater – 8m			
Aura	Strong Illusion	CL	15 th
Slot	Enchant Mecha Armor	Weight	None
Price	120% Armor Price + 35,000 cr.	Availability	Armor Avail +8
DESCRIPTION			
As shadow armor, except it grants a +15 competence bonus on Stealth checks.			
CONSTRUCTION			
Requirements	Enchant Mecha Armor, <i>Invisibility</i> , <i>Silence</i>	Cost	60% Armor Price + 17,500 cr.

MECHA LOCOMOTION

The appropriate vehicular magic items from the Neverwhen Core Rulebook can also be used for mecha.

Enchanted Parachute – 1m			
Aura	Faint Transmutation	CL	1 st
Slot	Mecha Locomotion	Weight	None
Price	15% Frame Price + 25,000 cr.	Availability	Frame Avail
DESCRIPTION			
This enchantment is crafted with a feather pattern all around the wrist and ankles of the mecha. It acts exactly like a <i>Feather Fall</i> spell, activated immediately if the wearer falls more than 5 feet. This enchantment maybe used on any nonflying form of locomotion.			
CONSTRUCTION			
Requirements	Enchant Mecha Locomotion,	Cost	5,000 cr.

<i>Feather Fall</i>			
Evasive Transport – 8m			
Aura	Moderate Transmutation	CL	7 th
Slot	Mecha Locomotion	Weight	None
Price	50% Frame Price + 20,000 cr.	Availability	Frame Avail
DESCRIPTION			
This enchantment continually grants the mecha the ability to avoid damage as if it had evasion. Whenever it makes a Reflex saving throw to determine whether it takes half damage, a successful save results in no damage. The enchanted item maybe used with any form of transport.			
CONSTRUCTION			
Requirements	Enchant Mecha Locomotion, <i>Jump</i>	Cost	Locomotion Price + 10,000 cr.

Freedom of Movement – 4m			
Aura	Moderate Abjuration	CL	7 th
Slot	Mecha Locomotion	Weight	None
Price	25% Frame Price + 10,000 cr.	Availability	Frame Avail
DESCRIPTION			
This enchantment allows the mecha to act as if continually under the effect of a <i>Freedom of Movement</i> spell.			
CONSTRUCTION			
Requirements	Enchant Mecha Locomotion, <i>Freedom of Movement</i>	Cost	50% Locomotion +5,000 cr.

Liquid Treading – 5m			
Aura	Moderate Transmutation	CL	9 th
Slot	Mecha Locomotion	Weight	None
Price	15% Frame Price + 10,000 cr.	Availability	Frame AV + 5
DESCRIPTION			
This enchantment allows the wearer to continually utilize the effects of the spell <i>Water Walk</i> . This enchantment can be used by any mecha.			
CONSTRUCTION			
Requirements	Enchant Mecha Locomotion, <i>Water Walk</i>	Cost	50% Locomotion + 5,000 cr.

MECHA SENSORS

These enchanted systems are in addition to the sensor suites already installed in the mecha. It is possible to have enchanted sensors without having normal sensors installed.

Divine Sensor Enhancement – 6f			
Aura	Moderate Abjuration, Divination, Enchantment	CL	11 th
Slot	Mecha Sensor	Weight	400 Pound
Price	105,000 cr.	Availability	30
DESCRIPTION			

This enchantment bestows a +1 insight bonus on initiative checks. In active scan mode it provides as if cast through a Star Chamber (Gamma) *Detect Evil*, *Detect Good*, *Detect Chaos*, *Detect Law*, *Detect Magic*, *Discern Lies*, *Light*, or *See Invisibility*. Each different use is a standard action. As a standard action the sensor can detect any creatures within 10 hexes who intend to harm the user. At the same time, the sensor creates the effect of a *Prayer* spell upon all creatures friendly to the possessor in a 3 hex radius. Immediately thereafter, the sensor sends forth a mental alert to these friendly creatures, warning them of any unfriendly creatures within the 10 hex radius. These effects last for 10 minutes, and the sensor can perform this function once per day.

CONSTRUCTION

Enchant Mecha Sensor, <i>Alarm, Animate Objects,</i> <i>Detect Chaos,</i>		Cost 52,500 cr.
Requirements	<i>Detect Evil, Detect Good,</i>	
	<i>Detect Law, Detect Magic,</i> <i>Discern Lies, Light,</i> <i>Prayer, See Invisibility</i>	

Enchanted Electronic Warfare Unit – 4m

Aura	Moderate Abjuration	CL	8 th
Slot	Mecha Sensor	Weight	500 Pound
Price	55,000 cr.	Availability	25

DESCRIPTION

This enchantment protects the mecha from scrying and magical location just as a *Nondetection* spell does. If a divination spell is attempted against the mecha, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 19 (as if the mecha had cast *Nondetection*).

CONSTRUCTION

Requirements	Enchant Mecha Sensor, <i>Nondetection</i>	Cost	27,500 cr.
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Hawkeye Sensor Enchantment – 8m

Aura	Strong Abjuration + Divination	CL	16 th
Slot	Mecha Sensor	Weight	500 Pound
Price	270,000 cr.	Availability	40

DESCRIPTION

This enchantment allows the mecha to redirect the abilities cast from a star chamber to originate from either its own location or from a marked friendly mecha's location. Marking another mecha is standard action. When redirecting a spell it counts as an out of sequence full round action for the Hawkeye character.

For example, mecha magus cast fireball but does not have line of sight on a party of orcs, but mecha scout does and both have been marked by the Hawkeye player. The Hawkeye player could redirect the fireball spell to be cast from mecha scout instead of from mecha magus.

CONSTRUCTION

Requirements	Enchant Mecha Sensor, <i>Greater Scrying, Spell Turning</i>	Cost	135,000 cr.
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Mining Sensor – 5m

Aura	Moderate Divination	CL	10 th
Slot	Mecha Sensor	Weight	500 Pound
Price	30,500 cr.	Availability	25

DESCRIPTION

This sensor is valued by treasure hunters and miners alike, for alerting the user to the proximity of metal. As the wearer aims the sensor, the pulsations grow more noticeable as it points to the largest mass of metal within 6 hexes. However, the wielder can focus the sensor (Active Scan) on a specific metal or mineral. If the specific mineral is within 6 hexes, the sensor points to any places it is located, and the sensor reports the approximate quantity as well. If more than one deposit of the specified metal or mineral is within range, the sensor points to the largest cache first. Each operation requires a full-round action.

CONSTRUCTION

Requirements	Enchant Mecha Sensor, <i>Locate Object</i>	Cost	15,250 cr.
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Sensor of Enemy Detection – 5m

Aura	Moderate Divination	CL	10 th
Slot	Mecha Sensor	Weight	None
Price	56,000 cr.	Availability	38

DESCRIPTION

This sensor gives a tone and points in the direction of any creature or creatures hostile to the bearer (nearest ones first). These creatures can be invisible, ethereal, hidden, disguised, or in plain sight. Detection range is 6 hexes. If the user of the sensor takes a full round, the sensor pinpoints the location of the nearest enemy and indicates how many enemies are within range. The sensor can be used to pinpoint three times each day, each use lasting up to 10 minutes. Activating the sensor is a standard action.

CONSTRUCTION

Requirements	Enchant Mecha Sensor, <i>True Seeing</i>	Cost	28,000 cr.
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MECHA DEFENSES

Enchanted Tactical Shield, Light – 5m

Aura	Moderate Evocation	CL	9 th
Slot	Mecha Defenses	Weight	200 Pound
Price	17,000 cr.	Availability	27

DESCRIPTION

An enchantment that generates a mecha size tactical shield (and shield-shaped) *Wall of Force* that stays with the mecha's forearm and can be wielded by the pilot (+8 AC). It can be activated and deactivated at will as a free action. Only one shield maybe active at a time.

CONSTRUCTION

Requirements	Enchant Mecha Defenses, <i>Wall of Force</i>	Cost	8,500 cr.
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Enchanted Tactical Shield, Heavy – 7m

Aura	Strong Evocation	CL	14 th
Slot	Mecha Defenses	Weight	200 Pound
Price	34,000 cr.	Availability	30

DESCRIPTION
An enchantment that generates a mecha size tactical shield (and shield-shaped) <i>Wall of Force</i> that stays with the mecha's forearm and can be wielded by the pilot (+10 AC). It can be activated and deactivated at will as a free action. Only one shield maybe active at a time.

CONSTRUCTION
Requirements Enchant Mecha Defenses, <i>Wall of Force</i> Cost 17,000 cr.

Dranar Enchantment – 3m			
Aura	Faint Abjuration	CL	5 th
Slot	Mecha Defenses	Weight	450 Pound
Price	4,000 cr. (+1), 16,000 cr. (+2), 36,000 cr. (+3), 64,000 cr. (+4), 100,000 cr. (+5)	Availability	30 / 32 / 35 / 40 / 45

DESCRIPTION
This enchantment covers the shell of the mecha near the cockpit(s) with pictographs of animals such as lions and bears. The enchantment offers continual bonus on Fortitude, Reflex and Willpower saves of +1 to +5. This enchantment is designed to affect a single cockpit position. For each additional cockpit position to be affected by this enchantment increase the price by 20% and the Availability by +3.

CONSTRUCTION
Requirements Enchant Mecha Defenses, <i>Resistance</i> , caster must be of a level of at least three times the bonus. Cost 2,000 cr. (+1), 8,000 cr. (+2), 18,000 cr. (+3), 32,000 cr. (+4), 50,000 cr. (+5)

Omega Power Field – 5m			
Aura	Moderate Evocation	CL	10 th
Slot	Mecha Defenses	Weight	1,500 Pound
Price	124,000 cr.	Availability	45

DESCRIPTION
The system enables its possessor to put up a special cube made up of 6 individual <i>Wall of Force</i> spells, around the mecha activating it (Field occupies the entire hex of the mecha). This cubic screen moves with the mecha and is impervious to the attack forms mentioned on the table below. The power field has 50 charges when fully charged—charges used are automatically renewed each day. The power field has 6 modes as outlined in the table below. Each mode costs a certain number of charges to maintain for every minute (or portion of a minute) it is in operation. Also, when an effect is active, the possessor's speed is limited to the maximum value given on the table.
When the power field is active, attacks dealing more than 75 points of damage drain 1 charge for every 20 points of damage beyond 75 that they deal. The charge cost to maintain each of the field's six walls is summarized below.

Mode	Charges / Min.	Speed	Effect
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1	1	1/2	Keeps out gases, wind, etc.
2	2	2/3	Keeps out nonliving matter.
3	3	1/4	Keeps out living matter.
4	4	1/3	Keeps out magic.
5	6	1/3	Keeps out all things.
6	0	Full	Deactivates

Spells that affect the integrity of the power field also drain extra charges. These spells cannot be cast into or out of the cube.

Attack	Extra Charges
Disintegrate	6
Horn of Blasting	6
Passwall	3
Phase Door	5
Prismatic Spray	7
Wall of Fire	2

CONSTRUCTION
Requirements Enchant Mecha Defenses, <i>Wall of Force</i> Cost 62,000 cr.

Pin Point Defense System – 5m			
Aura	Moderate Evocation	CL	10 th
Slot	Mecha Defenses	Weight	1,000 Pound
Price	124,000 cr.	Availability	40

DESCRIPTION
This enchantment creates several small reflective objects that move rapidly around the mecha attempting to deflect incoming attacks. The system is most effective at protecting vital systems against damage. Imparting a +4 bonus to Armor Class and an additional +2 bonus to the mecha's critical confirmation Armor Class.

CONSTRUCTION
Requirements Enchant Mecha Defenses, <i>Wall of Force</i> Cost 62,000 cr.

Regency Defense Enchantment – 3m			
Aura	Faint Abjuration	CL	5 th
Slot	Mecha Defenses	Weight	200 Pound
Price	4,000 cr. (+1), 16,000 cr. (+2), 36,000 cr. (+3), 64,000 cr. (+4), 100,000 cr. (+5)	Availability	30 / 32 / 35 / 40 / 45

DESCRIPTION
This enchantment covers the shell of the mecha with ancient runes of power that offer continual magical protection in the form of a deflection bonus of +1 to +5 to Armor Class of the mecha.

CONSTRUCTION
Requirements Enchant Mecha Defenses, <i>Shield of Faith</i> , caster must be of a level of at least three times the bonus. Cost 2,000 cr. (+1), 8,000 cr. (+2), 18,000 cr. (+3), 32,000 cr. (+4), 50,000 cr. (+5)

MECHA WEAPONS

The enhancement bonus for mecha magical weapons applies to attacks rolls, damage and as a bonus to the weapons penetration value.

In addition to the enchantments listed below, most weapon enchantments can be used on mecha weapons.

Table 10.2: Random Magical Mecha Weapons

Minor	Medium	Major	Weapon Bonus	Base Price ¹	Weapon Avail
01-70	01-10	---	+1	2x Weapon	+2
71-85	11-29	---	+2	5x Weapon	+4
---	30-58	01-20	+3	10x Weapon	+6
---	59-62	21-38	+4	20x Weapon	+8
---	---	39-49	+5	50x Weapon	+10
---	---	---	+6 ²	100x Weapon	+12
---	---	---	+7 ²	150x Weapon	+14
---	---	---	+8 ²	200x Weapon	+16
---	---	---	+9 ²	250x Weapon	+18
---	---	---	+10 ²	300x Weapon	+20
86-90	63-68	50-63	Specific Weapon	---	---
91-100	69-100	64-100	Special Ability and Roll Again ³	---	---

- 1- For ammunition, this price is for 50 rounds (arrows, bolts, bullets, etc.), missiles and rockets this price is for 4.
- 2- A weapon can't have an enhancement bonus higher than +5. Use these lines for determining price of weapons with special abilities.
- 3- See Melee Weapon Special Abilities table and/or Ranged Weapon Special Abilities table in the Pathfinder Roleplaying Game Rulebook Chapter 15.

SPECIFIC MAGICAL MECHA WEAPONS

Enhanced Rapid Fire – 3m				
Aura	Minor Transmutation	CL	6 th	
Slot	Mecha Weapons	Weight	75 Pound	
Price	100,000 cr.	Availability	40	
DESCRIPTION				
This weapon enhancement is not connected to a single weapon. Instead as a standard action it may be connected to any weapon on the mecha. Once connected as a free				

action it may be activated 3/day. The enhanced rapid fire module will increase the rate of fire of a weapon by burst 3. For example, a weapon with rate of fire of SS would go up to 4, or a weapon with a rate of fire of B3 would go up to a rate of B6.

CONSTRUCTION		
Requirements	Enchant Mecha Weapons, <i>Haste</i>	Cost 50,000 cr.

Fist Blasters – 7m			
Aura	Strong Evocation	CL	13 th
Slot	Mecha Weapons	Weight	250 Pound
Price	125,000 cr.	Availability	38

DESCRIPTION
If a mecha equipped with fist blasters punches something, the pilot can choose to activate the blasters emitting an explosive blast. The explosion causes 5d8 points of fire damage with a penetration of 10 (in addition to any punch/slam damage). The mecha does not take any damage from the explosion. The explosive blast can be triggered 3/day, regardless of whether the attack is made with the right or left hand. The pilot cannot trigger an explosive blast out of turn, such as when attacked by another mecha.

CONSTRUCTION		
Requirements	Enchant Mecha Weapons, <i>Explosive Runes</i>	Cost 62,500 cr.

Haywire Missile Enchantment – 8m			
Aura	Strong Enchantment	CL	16 th
Slot	Mecha Weapons	Weight	50 Pound
Price	288,000 cr.	Availability	40

DESCRIPTION
This missile can be cast from any missile launcher. Haywire missiles use a combination of alchemy, EMP, and magic to overload the systems on the mecha, forcing electrical feedback to be driven through the cockpit of the mecha. The missile provides a +2 enhancement bonus to attacks and has a maximum range of 120 hexes. When struck, the mecha's crew must make an immediate Willpower save DC-30 or be stunned for 1d4+1 rounds.

The launcher produces 6 missiles per day. Each missile has an intelligence rating of 4 in addition to the enhancement bonus, and a duration rating of 2. The launcher has a rate of fire of 1:2.

CONSTRUCTION		
Requirements	Enchant Mecha Weapons, <i>Power Word Stun</i>	Cost 144,000 cr.

Hellfire Weapon System – 8f			
Aura	Strong Evocation	CL	16 th
Slot	Mecha Weapons	Weight	2,000 Pound
Price	720,000 cr.	Availability	45

DESCRIPTION
This weapon system fires missiles that create a storm of hell fire that fills a 1-hex area. Everything in the area takes 18d6 magical fire damage with a penetration of 15, DC-25 for half damage in the initial hex, DC-20 for the outer hexes.

The fire burns for 3 rounds.		
The launcher has a rate of fire of 1 every 3 turns, maximum range of 100 hexes, and each missile provides a +2 enchantment bonus to attacks. This is in addition to the missile's intelligence. The missile's intelligence is 2 and it has a duration 2 turns.		
CONSTRUCTION		
Enchant Mecha		
Requirements	Weapons, <i>Fire Storm</i> , Cost 360,000 cr.	CL 16

Implosion Cannon – 9f		
Aura	Strong Evocation	CL 18 th
Slot	Mecha Weapons	Weight 1,500 Pound
Price	800,000 cr.	Availability 50
DESCRIPTION		
The implosion cannon fires a small black energy ball at the target that upon impact explodes and then immediately implodes doing massive damage. (Range Inc-5, Dmg-180, Pen-15, Reflex DC-20 half). The implosion cannon maybe fired 6 times per day.		

CONSTRUCTION		
Requirements	Enchant Mecha Weapons, <i>Implosion</i>	Cost 400,000 cr.

Lightning Cannon – 5m		
Aura	Moderate Evocation	CL 10 th
Slot	Mecha Weapons	Weight 200 Pound
Price	250,000 cr.	Availability 30
DESCRIPTION		
This cannon fires a stream of lightning bolts at the target. (Range Inc-5, Dmg-10d6, Pen-20, Reflex DC-15 half)		
CONSTRUCTION		
Enchant Mecha		
Requirements	Weapons, <i>Lightning Bolt</i>	Cost 125,000 cr.

Midnight's Kiss – 8m		
Aura	Strong Evocation	CL 7 th
Slot	Mecha Weapons	Weight 100 Pound
Price	120,630 cr.	Availability 50
DESCRIPTION		
No one is sure who first came up with this deadly melee weapon but since then it has been adopted by many of the more sinister elements of the mecha cadre. The weapon appears very innocent: a simple round blade with a circular hand guard. The sinister part is what happens when the weapon enters its target. Once it punches through a hardened target it releases approximately a hundred energized monowhips that lash out shredding anything within reach. They then retract leaving any non-hardened objects in the target a fine paste. The Midnight Kiss is a +3 dagger that does only 1d6 initial damage but has a penetration of 20. The Midnight Kiss takes up 5 equipment spaces. If the penetration exceeds the hardness of a mecha, the crew takes 2d6 wounds. In addition, the target takes a critical hit. Check for confirmation using the normal attack of the Midnight Kiss.		
CONSTRUCTION		

Enchant Mecha		
Requirements	Weapons, <i>Finger of Death</i>	Cost 60,630 cr.

Sunburst Mortar Mode– 9m		
Aura	Strong Evocation	CL 18 th
Slot	Mecha Weapons	Weight 500 Pound
Price	180,000 cr.	Availability 40
DESCRIPTION		
This system can be built into a star chamber and allows the spell Sunburst to be cast 3/day as if cast by an 18 th level caster from the star chamber.		

CONSTRUCTION		
Requirements	Enchant Mecha Weapons, <i>Sunburst</i>	Cost 90,000 cr.

Tendrils of Entanglement– 7m		
Aura	Strong Evocation	CL 14 th
Slot	Mecha Weapons	Weight 1,000 Pound
Price	120,000 cr.	Availability 35
DESCRIPTION		
This weapon system involves the mecha's armor and frame being covered with hundreds of purple/black tendrils that are constantly in motion. These tendrils grow and expand lashing out at opponents with a range of 1 hex. The tendrils provided a +10 bonus to the mechas CMB and CMD for grapple attacks and do not provoke attacks of opportunity. In addition, a single grapple or trip attack can be made as a free action. Bull rushes receive the same bonuses outlined above.		

CONSTRUCTION		
Enchant Mecha		
Requirements	Weapons, <i>Grasping Hand</i>	Cost 60,000 cr.

MECHA WONDROUS ITEMS

Some standard wondrous items can be “upsized” to work on mecha, this is determined by the Gamemaster. It is suggested that if this is done, the availability should be increased by at least +10 and the price doubled.

Cargo Container of Holding – 5m					
Aura	Moderate Conjuration	CL	9th		
Slot	Mecha Wondrous	Weight	See Below		
Price	See Below	Availability	See Below		
DESCRIPTION					
This appears to be a common external mecha cargo container. The <i>cargo container of holding</i> opens into a non-dimensional space: its inside is larger than its outside dimensions. Regardless of what is put into the container, it weighs a fixed amount. This weight, and the limits in weight and volume of the container’s contents, depend on the container’s type, as shown on the table below.					
Type	Container Weight	Contents Limit	Contents Volume Limit	Market Price	Avail
I	150 lbs.	1,000 lbs.	120 cubic ft.	10,000	26
II	250 lbs.	2,000 lbs.	280 cubic ft.	20,000	28

III	350 lbs.	4,000 lbs.	600 cubic ft.	29,600	30
IV	600 lbs.	6,000 lbs.	1,000 cubic ft.	40,000	32

The container cannot become overloaded, when it reaches capacity it will no longer accept any objects. If a container is turned over, all of its contents spill out, unharmed, but the container must be put right before it can be used again. If living creatures are placed within the container, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *cargo container of holding* is a standard action. Magic items placed inside the container do not offer any benefit to the mecha carrying the container.

If a *cargo container of holding* is placed within a portable hole a rift to the Astral Plane is torn in the space: container and hole alike are sucked into the void and forever lost. If a portable hole is placed within a *cargo container of holding*, it opens a gate to the Astral Plane: the hole, the container, and any creatures within a 10-foot radius are drawn there, destroying the portable hole and container in the process.

CONSTRUCTION			
Requirements	Enchant Mecha	Cost	5,000 cr.
	Wondrous Item, <i>Secret Chest</i>		(Type I), 10,000 cr. (Type II), 14,300 cr. (Type III), 20,000 cr. (Type IV)

Cockpit of Protection – 4m			
Aura	Faint Abjuration	CL	8 th
Slot	Mecha Wondrous	Weight	90 Pound
Price	38,000 cr.	Availability	20

DESCRIPTION	
The cockpit has enchanted padding and restraints installed to protect the crew(s). Each cockpit must be purchased separately but counts as a single item. This enchantment provides everyone in the cockpit with a Damage Resistance of 10/Magic.	

CONSTRUCTION		
Requirements	Enchant Mecha	Cost
	Wondrous Item, <i>Stoneskin</i>	

Drone Swarm Repair Unit – 5m			
Aura	Strong Conjuraton	CL	10 th
Slot	Mecha Wondrous	Weight	100 Pound
Price	50,000 cr.	Availability	32

DESCRIPTION	
When not in use, two small nodules rest just behind the head of the mecha. When activated swarms of quarter inch drones swarm all over the mecha making emergency repairs sacrificing their mates for spare parts. This limits the amount of times that the unit can be used per day to 4/day. Each time that it is used, it repairs 3d8+10 hull points of damage, this is in addition to any non-magical repairs that are done to the mecha.	

CONSTRUCTION		
Requirements	Enchant Mecha	Cost
	Wondrous Item, <i>Repair Serious Damage</i>	

Elusive Paint Job – 4m			
Aura	Moderate Enchantment	CL	7 th
Slot	Mecha Wondrous	Weight	---
Price	30,000 cr.	Availability	25
DESCRIPTION			
This paint job, when activated, covers the mecha’s armor with hard ridges that provide a +4 natural armor bonus to armor class. The effect lasts 7 minutes. This ability can be used a maximum of 3/day.			
CONSTRUCTION			
Requirements	Enchant Mecha		
	Wondrous Item,	Cost	15,000 cr.
Shield			

Enchanted Smoke Screen – 2m			
Aura	Faint Transmutation	CL	3rd
Slot	Mecha Wondrous	Weight	150 Pound
Price	21,600 cr.	Availability	20
DESCRIPTION			
<p>This metal decanter when activated will fill one hex per round, up to a maximum of 5 adjacent hexes, with a black tarry smoke. These hexes remain filled with smoke until the smoke screen is deactivated with the command word. After which the smoke will dissipate in 1d6 rounds. The cloud acts like a <i>darkness</i> spell except it also blocks darkvision and magical light.</p>			
CONSTRUCTION			
Requirements	Enchant Mecha		
	Wondrous Item,	Cost	10,800 cr.
<i>Darkness, Pyrotechnics</i>			

Enhanced Caltrops – 6m			
Aura	Strong Evocation	CL	12 th
Slot	Mecha Wondrous	Weight	---
Price	50,000 cr.	Availability	20
DESCRIPTION			
Enhanced caltrops come in a large (mecha size) black rubberized bag. When activated as a free action up to 3/day the bag summons a handful of enchanted giant caltrops. These caltrops are nearly invisible (Perception DC-25 to detect) and can be thrown up to 2 hexes away and can fill up to 3 adjacent hexes. When a mecha or vehicle enter a hex containing caltrops they start exploding and spewing caustic chemicals for 15d6 damage Penetration 12. They can make a Reflex DC-20 for half damage. In addition, if they take any damage from the attack they will be immobilized for 1d4-1 rounds. Non-hardened creatures can make a Reflex DC-25 to avoid.			
CONSTRUCTION			
Requirements	Enchant Mecha		
	Wondrous Item, <i>Blade Barrier.</i>	Cost	25,000 cr.

Gate Reader – 6m			
Aura	Strong Divination	CL	12th
Slot	Mecha Wondrous	Weight	1,500 Pound
Price	120,000 cr.	Availability	35
DESCRIPTION			
This spell allows you to read the power levels on the other			

side of a gate with a fair amount of accuracy. When reading the power levels of a realm make an Intelligence test DC-25 and add your character level. If you make the check you have accurately determined the power levels. The more you miss it by the less accurate the reading was. The Gamemaster determines how far off the reading actually was.

CONSTRUCTION				
Enchant Mecha				
Requirements	Wondrous Item, Gate Reading	Cost	60,000 cr.	

Gauntlets of Missile Deflection – 2m				
Aura	Faint Abjuration	CL	3rd	
Slot	Mecha Wondrous	Weight	100 Pound	
Price	16,000 cr.	Availability	30	

DESCRIPTION

These exaggerated gauntlets are normally welded on to the mecha to guarantee they do not come off during combat. Twice per day, the mecha can use the deflect arrows feat against incoming missiles or rockets even if the pilot does not meet the feat or equipment requirements. Both gauntlets must be worn for the magic to be effective, and at least one hand must be free to take advantage of the magic.

CONSTRUCTION				
Enchant Mecha				
Requirements	Wondrous Item, Shield	Cost	8,000 cr.	

Hover Disk – 2m				
Aura	Faint Transmutation	CL	3rd	
Slot	Mecha Wondrous	Weight	50 Pound	
Price	15,000 cr.	Availability	20	

DESCRIPTION

These small red disks are attached to the mecha's feet, hands and torso. When activated give off an orange glow and act as if the pilot had cast the *Levitation* spell.

CONSTRUCTION				
Enchant Mecha				
Requirements	Wondrous Item, Levitation	Cost	7,500 cr.	

Magazine of Holding, Mecha – 5m				
Aura	Moderate Conjunction	CL	9th	
Slot	Mecha Wondrous	Weight	See Below	
Price	See Below	Availability	See Below	

DESCRIPTION

This magic item comes in 3 sizes; x2, x4, x6. It looks like a normal magazine for a weapon except for the arcane runes on its exterior. Within the magazine is an extra dimensional space that allows it to hold additional ammunition. The amount held is based on the size x2 holds double the normal amount of the weapon, x4 is four times the normal amount, and x6 is six times the normal amount. *Mecha Magazines of Holding* are most commonly used on missiles and rocket launchers.

Size	Magazine Weight	Equipment Spaces	Market Price	Availability
X2	10 lbs.	2	20,000 cr.	26
X4	20 lbs.	4	40,000 cr.	28

X6	30 lbs.	6	60,000 cr.	31
----	---------	---	------------	----

If a *Mecha Magazine of Holding* is placed within a portable hole, a rift to the Astral Plane is torn in the space: magazine and hole alike are sucked into the void and forever lost. If a portable hole is placed within a *Mecha Magazine of Holding*, it opens a gate to the Astral Plane: the hole, the magazine, and any creatures within a 50-foot radius are drawn there, destroying the portable hole and magazine in the process. *Mecha Magazines of Holding* may not be placed within bags of holding or cargo containers of holding, either.

CONSTRUCTION				
Enchant Mecha				
Requirements	Wondrous Item, Secret Chest	Cost	10,000 cr. (x2), 20,000 cr. (x4), 30,000 cr. (x6)	

Miracles Gyros and Servos – 6m				
Aura	Strong Transmutation	CL	12 th	
Slot	Mecha Wondrous	Weight	500 Pound	
Price	180,000 cr.	Availability	40	

DESCRIPTION

These rune engraved silver and platinum systems increase the mecha's agility and strength to mystical proportions. Providing a +6 Enhancement bonus to both Strength and Dexterity.

CONSTRUCTION				
Enchant Mecha				
Requirements	Wondrous Item, Bull's Strength, Cat's Strength	Cost	90,000 cr.	

Spotlight of Blinding – 6m				
Aura	Strong Evocation	CL	11 th	
Slot	Mecha Wondrous	Weight	125 Pound	
Price	80,000 cr.	Availability	35	

DESCRIPTION

This spotlight can emit a blinding light projecting from the top of the mecha. The area effect is a cone-shaped burst 3 hexes long. Any creatures hit must make a Fortitude (DC-18) or are blinded for 1d6+4 rounds. Mecha crews that fail are blinded for 1d6 rounds since they tend to have anti-glare shielding on the cockpits. The blinding effect of the spotlight maybe used for up to 5 rounds per day.

CONSTRUCTION				
Enchant Mecha				
Requirements	Wondrous Item, Blindness/ Deafness	Cost	40,000 cr.	



CHAPTER ELEVEN: EXPANDED RULES



The commander settles down into one of the conference chairs as if she is getting ready to start on a long topic.

“One of the things I should probably warn you about is that things can get very complicated here on Cirrus VII. I strongly suggest getting some kind of protection for your valuable electronic equipment, particularly mecha... particularly if you are into gambling.”

This chapter includes a collection of guidelines and rules to assist the Gamemaster and players with their mecha campaigns.

EXTENDED CREATURE RATING BONUS

The creature rating bonus of a mecha is a measure of how powerful or tough the mecha is in combat. This value is added to each character prior to determining the party's Average Party Level. This can result in values greater than 20 creature rating.

For multiple crew members in the same mecha, treat each player character crew member as another full party member. If they are co-pilots, gunners, or casters in star chambers; treat them as a non-player character.

Table 11.1: Experience Point Awards

CR	Total XP	Individual XP		
		1-3	4-5	6+
24	1,228,800	410,000	307,200	204,800
25	1,638,400	546,000	409,600	273,000
26	2,457,600	820,000	614,400	409,600
27	3,276,800	1,092,000	819,200	546,000
28	4,915,200	1,640,000	1,228,800	819,200
29	6,553,600	2,184,000	1,638,400	1,092,000
30	9,830,400	3,280,000	2,457,600	1,638,400

EXPERIENCE POINTS FOR MECHA ENCOUNTERS

For mecha encounters, subtract the ECL bonus of the player's mecha from the total encounter level to get the final encounter level to be used for determining experience points awards. For example, if a party consisted of four 5th level characters in +10 ECL mecha (Scourges), the party's effective ECL would be 15 versus NPCs. If put against an equally matched NPC party, ignore the +10 from the mecha and only award experience based on the 5th level encounter.

TRANSFORMING MECHAS

The multi-phasic superstructure mecha can be a bit of a headache. What we suggest is design the mecha form, then

for the additional forms select a vehicle that is approximately the same size with the capabilities you think it should have. Remember the goal is to have it fit the storyline.

HACKING

Anytime a character attempts to enter a system without permission it is considered hacking. There are three ways in Neverwhen that hacking, particularly computer, hacking can be handled.

The first is described in the Neverwhen Core Rulebook in the skills chapter.

The second is by narrative, the Gamemaster can lead the player through the process describing what takes place free-form.

The third method involves a little dice rolling. To use this method it is important to know something about the security that the hacker is facing. Specifically, the rating and the type of Intruder Countermeasure (IC) that is in place. The IC rating will be the difficulty rating that the hacker will use for all of their tests. The type of IC determines the effect the IC can have on the hacker. Have the hacker make a Computer check + equipment bonus + situational bonuses with a DC of the (IC rating).

In addition to IC the Gamemaster will have to determine the number of nodes that are in a system each node can include IC, important data, and such.

Hacking is not a black and white task; there are degrees of success and failure.

Table 11.2: Hacking

Roll	Result	Example
Fail by 4 or more	Greater Failure	Black IC: Hacker takes double damage.
Fail by 3 or less	Lesser Failure	Grey IC: Hackers equipment damaged and alarm set off.
Succeed	Success	IC bypassed
Succeed by 3 or less	Greater Success	IC bypassed and suppressed.
Succeed by 4 or more	Major Success	IC Spoofed, bonus to next IC encounter in system.

INTRUSION COUNTERMEASURES

There are three tiers of security in Neverwhen: physical, electronic, and mystical. Each is very different from the others and just as important.

Physical security tends to be the first one everyone thinks about locks on doors, guards at the gates, etc. the usual stuff.

So not going to really go into to that, other to say that some elements of astral incursions can bypass physical security so you need to be alert.

Electronic security involves the computers, networks, and other digital areas. Breaking into a computer system is called hacking. There are two systems for doing this. The first is a non-cybernetic route which is given in the skills section of the Neverwhen Rulebook. The other is a pure cybernetic method, which involves opening part of the hacker's mind to the network in order to better access it.

Mystical security is similar to pure cybernetic hacking in the fact that the incorporeal creature is actually using their body to try to bypass the security.

There are three levels of intrusion countermeasures, commonly referred to as IC, in Neverwhen: White, Gray and Black. These colors define how the IC deals with invader.

White IC: Is the least dangerous of the IC protocols. It involves encryption, locks, and wards. This is the level of IC most hackers using basic computer will encounter.

Gray IC: Is a step up in the danger levels. These are protocols that can do hit point or equipment damage to invaders. In addition, there tends to be delaying tactics involved to hold invaders until other responses can arrive. This is the highest level of IC that can effect a non-cybernetic or non-mystical hacker.

Black IC: These are the bad boys of security protocols. They do wound damage to invaders (cyber hackers and incorporeal). They will also attempt to hold or paralyze the invader for multiple rounds so that more attacks can be made against them.

A normal computer system such as that found in a mecha would have 1d4+1 computer nodes and each node would at most have Gray IC. Usually it will be a mix of White and Gray. Table 11.3: Security Protocols gives some examples of the breakdown of protocol distribution by type of systems. These values are just averages. For example: if a mecha belongs to an extremely paranoid master assassin it might have 5 nodes all loaded with Black IC.



Table 11.3: Security Protocols

	White	Gray	Black	Average Nodes
Civilian	90%	10%	0%	1d3
Paramilitary	60%	30%	10%	1d4+1
Military	50%	30%	20%	1d6+3

OVERLAND SPEED

The overland speed of a mecha is based on its size and mode of transport. It is assumed that a mecha will use its most efficient mode of transport i.e. walking.

Table 11.4: Mecha Overland Speed

Mecha Speed	Miles Per Hour	Feet Per Minute
1	6	500
2	11	1,000
3	17	1,500
4	23	2,000
5	28	2,500
6	34	3,000
7	40	3,500
8	45	4,000
9	51	4,500
10	57	5,000
11	63	5,500
12	68	6,000
13	74	6,500
14	80	7,000
15	85	7,500
16	91	8,000
17	97	8,500
18	102	9,000
19	108	9,500
20	114	10,000

Note: For speeds greater than 20 continue the table.

There are four speeds at which a group may move each speed affects the distance travelled and the ability of the party to notice things.

Table 11.5: Mecha Overland Speed Categories

Category	Travel Distance Modifier	Perception / Sensor Operations Modifier
Half Speed	1/2	Normal
3-Quarter Speed	3/4	-6
Full Speed	Listed	-10
Forced March	X2	-16

Treads and Tri-Star locomotion systems are not affected by difficult terrain during tactical movement.

Table 11.6: Terrain and Overland Movement

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	×1	×1/2	×1/2
Forest	×1	×1	×1/2
Hills	×1	×3/4	×1/2
Jungle	×1	×3/4	×1/4
Moor	×1	×1	×3/4
Mountains	×3/4	×3/4	×1/2
Plains	×1	×1	×3/4
Swamp	×1	×3/4	×1/2
Tundra, frozen	×1	×3/4	×3/4

COCKPIT ACCESS

It takes a full-round action to climb into a mecha's cockpit and a move action to activate its various systems so it can move and fight. It takes a full-round action to get out of a mecha unless an HV-5 Haven escape pod or similarly expeditious device is used (see Mecha Design chapter).

EXOTIC ENVIRONMENTS

Water: Weapons have a very hard time penetrating water even the large naval guns. Shallow water (lakes and such) will provide partial concealment and deep water will provide total concealment. Due to the nature of water all weapons determined to have struck through it have their penetration decreases to 1/4 (Round up). For example, a T-95 Cavalcade Chaingun would have a penetration of 3.

Each time that a mecha takes damage while at least at the level of concealed in the water, they must make a pilot check or fall. If they fall they become prone and may become stuck (Gamemaster's decision). It will take several rounds for them to right the mecha unless they have a crackerjack neural link and a data jack.

Mecha in outer space: Only a mecha equipped with space skin (see Mecha Design chapter) can operate in outer space without penalties. However, the mecha's operator takes a -4 penalty on all attack rolls and skill checks unless they have the Zero-G Training feat or has equipped their mecha with a Zero-G stabilizer.

In outer space, mechas (equipped with gravitic or rocket thrusters) fly just as they do in the atmosphere, with three exceptions. First, flying mechas improve by one maneuverability category (clumsy becomes poor, poor becomes average, average becomes good, and so on). Second, all mechas can ascend and descend regardless of the limitations on Table 6.9: Flight Maneuverability, and their speed is unchanged if they do so. Finally, all mechas can hover in space and need not maintain a minimum forward speed.

(See Neverwhen Core Rulebook chapter 12 for rules on lack of oxygen, loss of pressure and recoil in micro gravity.)

MECHA EXTERNAL CARGO CAPACITY

Although they are not built to haul cargo, mechas are military vehicles so are designed to have some cargo attached to their armor. In addition, some humanoid mechas have a form of backpack custom made for them. Table 11.7: Mecha External Cargo Capacity lists the maximum weight in additional cargo (not including crew, weapons, or other integrated equipment) a mecha can transport in its external cargo harnesses, as well as the maximum size of an object that will fit inside one of these external harnesses.

Table 11.7: Mecha External Cargo Capacity

Mecha Size	Cargo Capacity (Pounds)	Maximum Object Size
Assault	2,500	Gargantuan
Extra Heavy	2,100	Huge
Heavy	1,700	Large
Medium	1,300	Medium
Light	900	Small

MECHA INTERNAL CARGO CAPACITY

Although they are not built to haul cargo, mecha superstructures have a limited amount of storage space. Table 11.8: Mecha Internal Cargo Capacity lists the maximum weight in additional cargo (not including crew, weapons, or other integrated equipment) a mecha can transport in its internal storage compartments, as well as the maximum size of an object that will fit inside one of these internal compartments. In addition to any dedicated cargo space.

Table 11.8: Mecha Internal Cargo Capacity

Mecha Size	Cargo Capacity (Pounds)	Maximum Object Size
Assault	1,500	Huge
Extra Heavy	1,250	Large
Heavy	500	Medium
Medium	250	Small
Light	50	Tiny

CHAPTER TWELVE: CAMPAIGN SETTING

"One thing you learn rapidly in the Cirrus system is that mechas aren't just for combat. They are part of everyday life. Four legged mechas have replaced the family SUV for camping, multi-legged mechas are used for transporting goods over difficult terrain, and in some areas mechas have even replaced school busses."

"In areas with security concerns such as insurgent activity mechas replace most forms of civilian transport and form non-military escorts."

This chapter covers roleplaying elements of the Neverwhen universes. Included are information such as mecha pilot ranking, mecha in society and suggestions on types of mecha campaigns.

MECHAS IN SOCIETY

Near the end of 4t starting to make the transition into 5t mechas start to become more feasible. They make the leap from the theoretical to the practical. The initial mecha of 5t are small and slow by modern standards but fit their roles as labor savers or hazardous material units. It is not until mid 5t that they become militarized. The main limiter at this point is power and frame size.

With the advent of 6t comes the medium class frames. These frames can hold a lot more equipment and are much tougher. Also at this tech level there is the major discovery of the mecha eCell. This comparatively small power source improves the mecha's performance. At this technology level mecha are a common sight on military bases and construction sites.

In some realms this is also the advent of the syncratic power plants. The negative power plants bring on interesting side effects such as unusual weather, plant mutations, and such after extended exposure. The positive power plants bring on the opposite effects; purification of the air and such. One side effect of the syncratic power plants; they do allow the use of the power plant and mechas in realms where they would normally not function due to power level restrictions (see Neverwhen Core Rulebook).

At 7t the heavy mecha frames start appearing. These are a vast improvement over the medium frame in size, space and toughness. The real technological breakthrough of this level in most realms is the multi-phasic super structure. Which allows a mecha to change shape into other forms such as a tank into a large aerospace bomber. The technology is very expensive but makes the mecha extremely versatile. At this technology level mecha are starting to become common place. They are seen at almost every construction site and military base, and are starting to be used for entertainment purposes.

With the 8t comes the extra-heavy mechas. This mecha is able to mount some larger starship equipment or weapons for the first time. At this level the mecha are walking battle towers dishing out tremendous firepower. In the civilian world; the extra-heavy is used as a cargo hauler and lifter, a

forestry fire suppression unit, or a deep space construction/repair unit. At this tech level mecha are extremely common. They are starting to make their way into everyday life as civilian recreational transports.

9t and 10t are the pinnacles of mecha design at this level the assault mecha and the Oxygen Inert Fusion (OIF) power plant appear. The combination of the two make the mecha a force to be feared and reckoned with on the battlefield. The invention of the (OIF) power plant is ground breaking in the fact that it is extremely safe and that it produces twice as much energy as the mecha eCell. Which leads to either faster or more heavily armed mecha. Couple that with the size of the assault mecha's frame and you have the land battleships. The assault mechas in their military role are the kings of the battlefield dishing out devastating firepower. In their civilian role they take on anything from outback buses/trucks to ore haulers. At this tech level 1 in 3 garages have a mecha of some kind, either a single person model for "off-roading" or a "family" model for when they decide to go roughing it.

PILOT RANKING

It has become universal throughout the commonly traveled realms to rank mecha pilots and teams by their competition ratings. These ratings originally only applied to combat in the arena, but over the years have expanded to cover other fields.

There are two parts to mecha pilot rankings. First is the color of the core crystal, and second is combat badges. The core crystal color is determined by the number of missions that the mecha pilot has gone on, while combat badges may only be earned in hazards conditions.

The ranking insignia is normally worn on either the collar or the left side front chest. Always in plain sight, mecha pilots are extremely proud of their rankings.

In the old days mecha pilots could only earn core color crystals if you were arena mecha pilots or arena mecha pit crews. These days any mecha pilot or crew that takes part in extended or dangerous missions can earn them. A common saying is "No hazard pay, no badge". The amount of danger on the mission may vary from security for scientific expedition to an armored assault. It all depends on the mission.

Table 12.1: Mecha Pilot Core Crystal Color

Color	Missions
Silver	0-5
Gold	6-15
Platinum	16-30
Ivory	31-50
Ebony	51+

Table 12.2: Mecha Pilot Combat Badge Color

Color	Combat Missions Points
Silver	1-5
Gold	6-15
Platinum	16-35
Ivory	36-50
Ebony	51+

Mecha vs. Organic: This is a combat between a Mecha and some large creature like a dragon, giant, or titan. They are very popular. It is not uncommon for larger groups of organics to take on a smaller group of mecha.

Mecha vs. Vehicle: This is normally several large vehicles taking on a heavily armed mecha. These matches are not very common since the mecha have a high probability of



Each rank provides the pilot/technician with a larger share of rewards for missions. For example, in arena combat an Ivory pilot would get more shares of the salvage than a Silver pilot. Another example is: a Gold mecha pilot on an exploration mission would receive a higher finder's fee.

ARENA COMBAT

Arena combat normally takes place in a limited space, either enclosed with an electronic fence or with a physical structure. The size of the arena is dictated by the space available. Artificial and natural terrain features are quite common in these arenas, as are obstacles such as sand traps.

Arena combat for mecha is broken down into the three primary categories: Mecha vs. Mecha, Mecha vs. Organic and Mecha vs. Vehicle. Each of these areas are broken down where appropriate to bare hands, melee only, guns, guns and rockets, unlimited. Each of these categories are explained below:

Mecha vs. Mecha: This is usually two mecha normally of the same class fighting against each other in an arena. In some cases multiple smaller mecha will take on a larger mecha or groups of mecha will fight each other.

winning these matches.

Bare Hands: In these matches no weapons other than basic weapons are allowed such as claws and combat weapons. They tend to be very brutal.

Melee Only: In this kind of match participants are allowed to use melee weapons, in some cases weapons must be below a certain tech level for the match or may not be powered.

Guns: In these matches the participants are allowed to use any guns, melee weapons and natural weapons, but not missiles or rockets. This type of match is very popular in the Ork Free States.

Guns and Rockets: The title says it all, participants can use everything except missiles. So as long as it is not a guided weapon it is fair in the match.

Unlimited: This is a free for all match. If you can mount it on a mecha it can be used. This type of match is usually used to settle grudges between rival national sports teams or other large organizations.

Rookie: These are a special category of match. In a rookie match, up and coming mecha jockeys are sponsored by

other teams or companies and given a disposable mecha to fight in the arena. With this mecha the young mecha jockey gets to prove if they have the right stuff to be counted as one of the elite or just flame out and die.

Competition Category: In addition to the pilot ranking, mecha are also rated by their credit value. There are several predefined categories used throughout the known realms for competition. The most common categories are determined by dividing a mecha's price by 250,000 the resulting value is its competition category. For example, the Tigershark has a value of 226,000 credit rounded up to a category 1 mecha.

$$\text{Price} / 250,000 = \text{Competition Category}$$

Table 12.3: Mecha Competition Categories	
Category	Mecha Value
I	0 to 250,000 cr.
II	250,001 to 500,000 cr.
III	500,001 to 750,000 cr.
Categories continue on for each increment of 250,000 credits.	

These categories are just starting to become a standard throughout the arena system. They are part of a major inter-realm league that is just starting up that is looking rather promising.

Arenas and Events: There are literally hundreds of kinds of events and arenas around the universes that mecha compete in all variants of the categories listed in the arena combat section. For example; an event maybe be a rookie fight guns only with an enclosed night fighting arena.

The size of arenas vary dramatically, however, most are at least 1,000 feet by 1,000 feet. Then there are the arena worlds. These are entire planets that have been sectioned off into giant arenas. These arenas are sectioned off both physically and electronically, running the gambit of environments. The most notorious of these arena worlds is Cirrus VII, which holds a 1,500 mile endurance fight.

The arena worlds also play host to the capture the flag and tag team events. Capture the flag events involve multiple teams of 5-10 mechas with the goal of capturing the flag from an opponent's base. Additional points are scored if the flag can be taken off of an opponent's mecha without disabling it.

Tag team events are the same as capture the flag events except the only four members of each team are allowed on the field at any one time and the field is usually either mined or there are automated guns. Both events have big payouts, since they are very popular with the viewing and betting audiences, with prize payouts ranging from 25-90% (Depending on viewer ratings) of the category value.

TYPES OF MECHA CAMPAIGNS

There are several ways to challenge players such as getting them out of their mecha for a bit or sending them to a realm where some or all of their weapons no longer work.

There are many types of mecha campaigns that involve mecha; here are a few suggestions to help get the Gamemaster's creative juices flowing.

Adventuring Mecha Jockeys: The party is a group of mecha operators out trying to live the life of high adventure. This is a standard high adventure campaign except the party has armor and mounts that are 40 feet to 50 feet tall. The primary opponents for parties in this kind of campaign will include giants, dragons, and other huge creatures.

Government Sponsorship: Another option is the party could be sponsored by a local government to which they owe fealty. This government can give them assignments to investigate or attack criminal elements or other enemies of the government. Maybe it is only a rogue element of the government they work for and they have to stop a rebellion.

Mercenary/Military Special Operations

Team: These two types of campaigns are very similar. Since in both causes the party will perform the same missions, the main difference is the motivation for the missions. In the case of military; the missions are performed primarily for honor and duty. Mercenaries take assignments for money. The types of adventures or missions that the party could be offered in this campaign can range from simple guard duties to assault or assassination missions.

Manzala Ranger or Manzala Ranger

Freelancer: This type of campaign can easily contain mechas since the Manzala Rangers operate pretty much everywhere and with the preference of using trusted associates it is easy to get a party involved. These associates are commonly referred to as freelancers by those outside the Rangers. Ranger mission can range from investigating smuggling rings to raids on pirate bases.

Arena Campaign: Finally there is the arena campaign. The best way to start off this style of campaign is with a rookie night fight. Have each player with a character that will participate take a rookie mecha. Any additional players and the Gamemaster can play NPC rookie mecha jockeys. Then fight out an arena combat. Rookie night fights are normally no time limit and fought to the last man standing; each fighter gets to keep 80% of the salvage from their kills and their mecha. Any fighters that attempt to surrender before their mecha has taken at least 10% damage will forfeit their winnings.

Once the fight has been completed they can travel between different arenas fighting matches for fame and prize money. Of course there are always side adventures and prisoners to rescue. Normally a pilot will fight 8-10 matches in a season that said it is possible for a pilot to fight several matches in one day, so this number is more of a guideline.

CHAPTER THIRTEEN: NEW CREATURES



"Beware the silver black mecha that will occasionally appear out in the wilds. They are deadly opponents and fight to the death. The other thing to look out for; they usually fight in groups so if you spot one alone expect one to come up behind you when you are most vulnerable."

"The Zendai Continuum is an interesting situation; they don't appear to be a problem for anyone yet, but maybe in the near future. No one is quite sure what happened to them when they fought the Conatl but the consensus is that it was bad. Only time will tell with the Zendai. Will they be friends or foes?" With that she ushers the group out of the room on to the next orientation class.



These creatures are commonly encountered in the Neverwhen Universe

Balil Mecha Pilot Combat Drones

In combat Balil combat drones will act in unison using sound tactics and strategy. They are in constant communication with each other and with their command units. The laser weapons carried by Balil combat drones appear to be standard weapon that can be used by anyone; most of the melee weapons are mounted in the forearm of the drones and maybe drawn as a free action.

Balil Pilot drones are bipedal dark silver machines armed with laser ranged weaponry usually a submachinegun or an assault rifle. Concealed within the back of the hands, normally, are vibro blades powered by the drone's soul cell. The laser weaponry is kept in a holster on the back of the pilot drone when not in use. A Balil drone can operate continually for 100-days on a single soul cell charge. Balil Pilot drones are powered by soul energy, due to this they are able to operate anywhere life can exist.

Balil Lesser Combat Drone,						CR 2
Pilot						
XP		600				
Lawful Evil		Medium Construct				
Init	+2	Senses	Darkvision 60 Ft., Low-Light Vision; Perception +2			
DEFENSE						
AC	18	Touch	12	Flat-Footed	16 (+2 Dex, +6 Natural)	
HP	29	(3d10+10)		WP	27	
Fort	+0	Ref	+4	Will	+1	
Defensive Abilities		Hardness 2; Immune construct traits				
OFFENSE						
Speed	30 ft.					
Melee	2x Integral Syncratic- Energized Dagger +3 or +1/+1 (2d6+1/19+)					
Ranged	Syncratic- Laser Pistol +4 (3d6+1/19+)					
STATISTICS						
Str	10(+0)	Dex	14(+2)	Con---	Int10(+0)Wis10(+0)Cha10(+0)	

Base Attack	+2	CMB	+1	CMD	13
Feats	Mecha Operation, Two-Weapon Fighting				
Skills	Perception +2, Pilot +4, Repair +2, Sensor Ops +2				
Languages	Balil				
Special	Redundant Systems (Paramilitary), Secure				
Qualities	Radio (5 Miles), Soul Cell				
FL	n/a	ML	n/a	PL	n/a
S-	n/a	S+	n/a	TL	n/a
ECOLOGY					
Environment	Any				
Organization	Any				
Treasure Value	Syncratic Negative Laser Pistol				
SPECIAL ABILITIES					

Cannot be Reprogrammed: Balil constructs cannot be reprogrammed to go against their masters.

Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Syncratic Negative Weapons: These weapons are powered by living energy. In the hands of a creature with a soul cell they are powered for the life of the soul cell. In anyone else's hands they have the standard amount of charges for the weapon and to be recharged 3 wounds must be sacrificed to the weapon.

Soul Cells: The Sons of Balil use a unique technology to power their robots, soul energy. They drain this energy from living prisoners. With the soul cell charged on soul energy, the Sons of Balil produce robots that can operate in any realm that life can exist.

Lesser Balil pilot drones fill the role of massed troops they and their mecha are considered expendable. With the remainder being filled up with standard pilot drones, sergeants and commanders.

Balil Combat Drone, Pilot					CR 4	
XP		1,200				
Lawful Evil			Medium Construct			
Init	+4	Senses	Darkvision 60 Ft., Low-Light Vision; Perception +5			
DEFENSE						
AC	20	Touch	14	Flat-Footed	16	(+4 Dex, +6 Natural)
HP	30	(5d10)	WP	35		
Fort	+3	Ref	+8	Will	+3	
Defensive Abilities		Hardness 5; SR 10; Immune construct traits				
OFFENSE						
Speed	30 ft.					
Melee	2 Integral Syncratic- Vibro Blades +6/+6 (2d10+4/17+)					
Ranged	Syncratic- Laser SMG +9 (3d6+1/19+)					
STATISTICS						
Str	10(+0)	Dex	18(+4)	Con	--	Int 14(+2) Wis 10(+0) Cha 10(+0)
Base Attack	+4	CMB	+4	CMD	20	
Feats	Mecha Operation, Mecha Weapons, Two-Weapon Fighting					

Skills	Perception +5, Pilot +9, Repair +7, Sensor Ops +7
Languages	Balil
Special	Redundant Systems (Paramilitary), Secure
Qualities	Radio (5 Miles), Soul Cell
FL	n/a
ML	n/a
PL	n/a
S-	n/a
S+	n/a
TL	n/a
ECOLOGY	
Environment	Any
Organization	Any
Treasure Value	Syncratic Negative Laser SMG
SPECIAL ABILITIES	

Cannot be Reprogrammed: Balil constructs cannot be reprogrammed to go against their masters.

Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Syncratic Negative Weapons: These weapons are powered by living energy. In the hands of a creature with a soul cell they are powered for the life of the soul cell. In anyone else's hands they have the standard amount of charges for the weapon and to be recharged 3 wounds must be sacrificed to the weapon.

Soul Cells: The Sons of Balil use a unique technology to power their robots, soul energy. They drain this energy from living prisoners. With the soul cell charged on soul energy, the Sons of Balil produce robots that can operate in any realm that life can exist.

Balil pilot combat drones make up the majority of the aerospace and mecha forces of the Balil. The remainder is made up with officer and wizard drones. It is not unusual to find a patrol of lesser combat drones commanded by a pilot combat drone.

Balil Combat Drone Pilot, Sergeant					CR 6	
XP		2,400				
Lawful Evil			Medium Construct			
Init	+4	Senses	Darkvision 60 Ft., Low-Light Vision; Perception +4			
DEFENSE						
AC	19	Touch 13	Flat-Footed 16	(+3 Dex, +6 Natural)		
HP	74	(7d10+14)	WP	43		
Fort	+3	Ref	+9	Will	+2	
Defensive Abilities		Hardness 6; SR 10; Immune construct traits				
OFFENSE						
Speed	30 ft.					
Melee	2 Integral Syncratic-Vibro Blades +8/+8 (2d10+4/17+)					
Ranged	Syncratic- Laser SMG +13 (3d6+1/19+)					
STATISTICS						
Str	10(+0)	Dex	18(+4)	Con	12(+0)	
Int	18(+4)	Wis	10(+0)	Cha	10(+0)	
Base Attack	+8	CMB	+8	CMD	25	
Feats	Cleave, Mecha Operation, Mecha Weapons, Two-Weapon Fighting					
Skills	Acrobatics +11, Perception +7, Pilot +11, Repair +11, Sensor Ops +11, Stealth +11					
Languages	Balil					
Special	Redundant Systems (Paramilitary), Secure					

Qualities	Radio (5 Miles), Soul Cell
FL	n/a
ML	n/a
PL	n/a
S-	n/a
S+	n/a
TL	n/a
ECOLOGY	
Environment	Any
Organization	Any
Treasure Value	Syncratic Negative Laser SMG
SPECIAL ABILITIES	

Cannot be Reprogrammed: Balil constructs cannot be reprogrammed to go against their masters.

Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Syncratic Negative Weapons: These weapons are powered by living energy. In the hands of a creature with a soul cell they are powered for the life of the soul cell. In anyone else's hands they have the standard amount of charges for the weapon and to be recharged 3 wounds must be sacrificed to the weapon.

Soul Cells: The Sons of Balil use a unique technology to power their robots, soul energy. They drain this energy from living prisoners. With the soul cell charged on soul energy, the Sons of Balil produce robots that can operate in any realm that life can exist.

Balil sergeant pilot drones usually command the ranking drones. They also fill the roles of mecha scouts. The most common configuration is one sergeant per 12 lower level drones.



Balil Pilot Drone, Commander					CR 10
XP		9,600			
Lawful Evil			Medium Construct		
Init	+5	Senses	Darkvision 60 Ft., Low-Light Vision; Perception +13		
DEFENSE					
AC	21	Touch 13	Flat-Footed 18	(+3 Dex, +8 Natural)	
HP	157	(11d8+90)		WP	59
Fort	+14	Ref	+8	Will	+7
Defensive Abilities		Hardness 8; SR 15; Immune construct traits			
OFFENSE					
Speed	30 ft.				

Melee	Synchronic- Great Vibro Blade +19/+14/+9 (6d6+15/17+)				
Ranged	Synchronic- Laser Assault Rifle +17/+12/+7 (2d12/19+)				
STATISTICS					
Str 26(+8)	Dex 20(+5)	Con 20(+5)	Int 20(+5)	Wis 14(+2)	Cha 10(+0)
Base Attack	+11	CMB	+22	CMD	31
Feats	Cleave, Mecha Weapons Boost, Mecha Operation, Mecha Weapons, Power Attack, Stun Mecha				
Skills	Diplomacy +11, Perception +13, Pilot +16, Repair +16, Sensor Ops +16, Profession(Military)+16, Knowledge (Tactics)+16				
Languages	Balil				
Special Qualities	Redundant Systems (Paramilitary), Secure Radio (5 Miles), Soul Cell				
FL	n/a	ML	n/a	PL	n/a
S-	n/a	S+	n/a	TL	n/a

ECOLOGY					
Environment	Any				
Organization	Any				
Treasure Value	Synchronic Negative Great Vibro Blade, Synchronic Negative Laser Assault Rifle				

SPECIAL ABILITIES

Cannot be Reprogrammed: Balil constructs cannot be reprogrammed to go against their masters.

Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Synchronic Negative Weapons: These weapons are powered by living energy. In the hands of a creature with a soul cell they are powered for the life of the soul cell. In anyone else's hands they have the standard amount of charges for the weapon and to be recharged 3 wounds must be sacrificed to the weapon.

Soul Cells: The Sons of Balil use a unique technology to power their robots, soul energy. They drain this energy from living prisoners. With the soul cell charged on soul energy, the Sons of Balil produce robots that can operate in any realm that life can exist.

These are the command officers of the Balil drone forces. They are normally deployed 1 per 120 pilot drones.

Balil Wizard Drone, Private					CR 2	
XP		600				
Lawful Evil			Medium Construct			
Init	+2	Senses	Darkvision 60 Ft., Low-Light Vision; Perception +3			
DEFENSE						
AC	18	Touch	16	Flat-Footed	(+2 Dex, +6 Natural)	
HP	23	(3d10+10)		WP	27	
Fort	+0	Ref	+4	Will	+1	
Defensive Abilities		Hardness 2; Immune construct traits				
OFFENSE						
Speed	30 ft.					
Melee	2x Integral Synchronic- Energized Dagger +3 or +1/+1 (2d6+1/19+)					
Ranged	Synchronic- Laser Pistol +4 (3d6+1/19+)					

STATISTICS					
Str	10(+0)	De	14(+2)	Co	10(+0)
Int	10(+2)	Wi	10(+0)	Ch	10(+0)
Base Attack	+2	CMB	+1	CMD	13
Feats	Mecha Operation, Two-Weapon Fighting				
Skills	Perception +2, Pilot +5, Repair +4, Sensor Ops +4, Spellcraft +5				
Languages	Balil				
Special Qualities	Redundant Systems (Paramilitary), Secure Radio (5 Miles), Soul Cell (CL 2 nd)				
Spells Known	1 st (2/day) – Shield, True Strike 0 (at will) – Daze, Flare, Mage Hand, Prestidigitation				
FL	n/a	ML	n/a	PL	n/a
S	n/a	S+	n/a	TL	n/a

ECOLOGY					
Environment	Any				
Organization	Any				
Treasure Value	None				

SPECIAL ABILITIES

Cannot be Reprogrammed: Balil constructs cannot be reprogrammed to go against their masters.

Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Soul Cells: The Sons of Balil use a unique technology to power their robots, soul energy. They drain this energy from living prisoners. With the soul cell charged on soul energy, the Sons of Balil produce robots that can operate in any realm that life can exist.

Balil wizard drones, Privates are the lowest level of Balil mecha wizards as such they are expendable and are treated as such. They are normally assigned to missions alongside similarly ranked pilots on dangerous missions.

Balil Wizard Drone				CR4	
XP		1,200			
Lawful Evil		Medium Construct			
Init	+2	Senses	Darkvision 60 Ft., Low-Light Vision; Perception +4		
DEFENSE					
AC	18	Touch	12	Flat-Footed	16 (+2 Dex, +6 Natural)
HP	48	(5d10+15)		WP	35
Fort	+4	Ref	+6	Will	+4
Defensive Abilities		Hardness 5; SR 10; Immune construct traits			
OFFENSE					
Speed	30 ft.				
Melee	Vibro Blade +4 (2d10+4/17+)				
Ranged	Laser SMG +8 (3d6+1/19+)				
STATISTICS					
Str	10(+0)	Dex	14(+2)	Con	10(+0)
				Int	18(+4)
				Wis	10(+0)
				Cha	10(+0)
Base Attack	+4	CMB	+4	CMD	18
Feats	Eschew Materials, Mecha Operation, Mecha Weapons				
Skills	Perception +6, Pilot +8, Repair +10, Sensor Ops +10, Spellcraft +10				

Languages Balil											
Special	Redundant Systems (Paramilitary), Secure										
Qualities	Radio (5 Miles), Soul Cell										
Spells Known	(CL 4th)										
	2 nd (2/day) – Blur, Scorching Ray										
	1 st (3/day) – Expeditious Retreat, Shield,										
	True Strike										
	0 (at will) – Daze, Flare, Mage Hand,										
Prestidigitation											
FL	n/a	ML	n/a	PL	n/a	S-	n/a	S+	n/a	TL	n/a

ECOLOGY

Environment	Any
Organization	Any
Treasure Value	Syncratic Negative Laser Pistol

SPECIAL ABILITIES

Cannot be Reprogrammed: Balil constructs cannot be reprogrammed to go against their masters.

Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Syncratic Negative Weapons: These weapons are powered by living energy. In the hands of a creature with a soul cell they are powered for the life of the soul cell. In anyone else's hands they have the standard amount of charges for the weapon and to be recharged 3 wounds must be sacrificed to the weapon.

Soul Cells: The Sons of Balil use a unique technology to power their robots, soul energy. They drain this energy from living prisoners. With the soul cell charged on soul energy, the Sons of Balil produce robots that can operate in any realm that life can exist.

Balil wizard drones are the most common of the Balil caster drones. They can be found in every unit throughout the known realms filling the roles of magical support and protection.

Balil Wizard Drone,						CR6
Sergeant						
XP	2,400					
Lawful Evil			Medium Construct			
Init	+4	Senses	Darkvision 60 Ft., Low-Light Vision; Perception +7			
DEFENSE						
AC	19	Touch	13	Flat-Footed	16 (+3 Dex, +6 Natural)	
HP	74	(7d10+28)		WP	43	
Fort	+4	Ref	+9	Will	+2	
Defensive Abilities		Hardness 6; SR 10; Immune construct traits				
OFFENSE						
Speed	30 ft.					
Melee	Integral Syncratic- Vibro Blades +8 (2d10+4/17+)					
Ranged	Syncratic- Laser SMG +14 (3d6+1/19+)					
STATISTICS						
Str	10(+0)	Dex	18(+4)	Con	---	
		Int	18(+4)	Wis	10(+0)	
		Cha	10(+0)			
Base Attack	+8	CMB	+8	CMD	22	
Feats	Eschew Materials, Mecha Operation, Mecha Weapons, Spell Penetration					
Skills	Perception +7, Pilot +11, Repair +11, Sensor Ops +11, Spellcraft +11, Use Magic Device +7					

Languages										Bali																															
Special					Redundant Systems (Paramilitary), Secure																																				
Qualities					Radio (5 Miles), Soul Cell																																				
					(CL 6th)																																				
					3 rd (2/day) – Lightning Bolt, Haste																																				
					2 nd (3/day) – Blur, Resist Energy, Scorching																																				
Spells Known					Ray																																				
					1 st (3/day) – Magic Missile, Shield, True																																				
					Strike																																				
					0 (at will) – Daze, Flare, Mage Hand,																																				
					Prestidigitation																																				
FL					n/a		ML					n/a		PL					n/a		S-					n/a		S+					n/a		TL					n/a	

ECOLOGY

Environment	Any
Organization	Any
Treasure Value	Syncratic Negative Laser SMG

SPECIAL ABILITIES

Cannot be Reprogrammed: Balil constructs cannot be reprogrammed to go against their masters.

Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Syncratic Negative Weapons: These weapons are powered by living energy. In the hands of a creature with a soul cell they are powered for the life of the soul cell. In anyone else's hands they have the standard amount of charges for the weapon and to be recharged 3 wounds must be sacrificed to the weapon.

Soul Cells: The Sons of Balil use a unique technology to power their robots, soul energy. They drain this energy from living prisoners. With the soul cell charged on soul energy, the Sons of Balil produce robots that can operate in any realm that life can exist.

Balil wizard sergeant drones usually command the lesser drones and act as magical support for heavier mecha teams. On rare occasions they will be assigned to work alone on dangerous missions.



Balil Wizard Drone, Command						CR10
XP		9,600				
Lawful Evil			Medium Construct			
Init	+5	Senses	Darkvision 60 Ft., Low-Light Vision; Perception +13			
DEFENSE						
AC	21	Touch 13	Flat-Footed 18	(+3 Dex, +8 Natural)		
HP	177	(11d8+90)		WP	59	
Fort	+5	Ref	+12	Will	+5	
Defensive Abilities		Hardness 8; SR 15; Immune construct traits				
OFFENSE						
Speed	30 ft.					
Melee	Syncratic- Great Vibro Blade +16/+11/+6 (6d6+15/17+)					
Ranged	Syncratic- Laser Assault Rifle +18/+13/+8 (6d12/19+)					
STATISTICS						
Str	20(+5)	Dex	20(+5)	Con	---	
		Int	21(+5)	Wis	14(+2)	
		Cha	10(+0)			
Base Attack	+11	CMB	+22	CMD	31	
Feats	Hair Trigger, Mecha Fling, Mecha Operation, Mecha Weapons, Skill Focus (Pilot), Spell Penetration, Knowledge (Tactics)+11, Perception +13, Pilot +16,					
Skills	Profession(Military)+10, Repair +16, Sensor Ops +16, Spellcraft +16, Use Magic Device +11					
Languages Balil						
Special Qualities	Redundant Systems (Paramilitary), Secure Radio (5 Miles), Soul Cell (CL 10th) 5 th (2/day) - Cone of Cold, Transmute Rock to Mud 4 th (3/day) – Ice Storm, <i>Telegraphed Move</i> , Greater Invisibility					
Spells Known	3 rd (3/day) – Lightning Bolt, Haste, <i>Mecha New Spells (See Mystic Rapid Fire)</i>					
<i>New Spells (See Magic Chapter)</i>	2 nd (4/day) – Blur, <i>Mecha Cat's Grace</i> , Resist Energy, Scorching Ray 1 st (4/day) – Magic Missile, Shield, True Strike x2 0 (at will) – Daze, Flare, Mage Hand, Prestidigitation					
FL	n/a	ML	n/a	PL	n/a	
S-	n/a	S+	n/a	TL	n/a	
ECOLOGY						
Environment	Any					
Organization	Any					
Treasure Value	Syncratic Negative Great Vibro Blade, Syncratic Negative Laser Assault Rifle					
SPECIAL ABILITIES						
Cannot be Reprogrammed: Balil constructs cannot be reprogrammed to go against their masters.						
Redundant Systems: Depending on the type the category of robot they will have additional wounds.						
Syncratic Negative Weapons: These weapons are powered by living energy. In the hands of a creature with a soul cell they are powered for the life of the soul cell. In anyone else's hands they have the standard amount of charges for the weapon and to be recharged 3 wounds must be sacrificed to the weapon.						
Soul Cells: The Sons of Balil use a unique technology to						

power their robots, soul energy. They drain this energy from living prisoners. With the soul cell charged on soul energy, the Sons of Balil produce robots that can operate in any realm that life can exist.

These are the command officers of the Balil drone forces. They are normally deployed 1 per 120 drones. Balil wizard command drones normally operate in groups of three which providing them with a large amount of power and versatility.

Power Descriptions

Redundant Systems: Depending on the type the category of robot they will have additional wounds. Civilian robots receive a number of wounds equal to x3 their HD, Paramilitary robots receive x4 their HD, and Military robots receive x5 their HD. In all cases the minimum amount of wounds that a robot can have is 15. *Format:* Redundant Systems (Civilian); *Location:* Special Qualities.

Zendai

Zendai have bright red, blue or orange skins with slightly protuberant eyes, enlarged ears, and horns.

Zendai Soldier, Common						CR 13					
XP		25,600									
Lawful Evil			Gargantuan, Humanoid (Giant)								
Init	+2	Senses		Low-Light Vision; Perception +17							
DEFENSE											
AC	31	Touch	14	Flat-Footed	29	(+6 Armor, +4 Deflection, +2 Dex, +11 Natural, -2 Size)					
HP	187		(15d8+120)		WP	38					
Fort	+15		Ref	+9		Will	+10				
Defensive Abilities		Rock Catching; Immune enchantment and illusion spells, Damage Resistance 5/ Magic, (Armor: Hardness 5)									
OFFENSE											
Speed	35 ft. (40 ft. without armor)										
Melee	Energy Combat Knife +21/+16/+11 (3d8+17/19+) or 2 Slam +21 (1d10+12/20) Rock +11 (2d6+15/20) or										
Ranged	Colossal Laser Assault Rifle +13 (8d8/19+) or Colossal Garen Combat Rifle +11 (12d8+12/19+)										
Space:	15 ft.			Reach:	15 ft.						
Special Attack		Rock Throwing (140 ft.)									
STATISTICS											
Str	35(+12)	De	14(+2)	Co	26(+8)	In	12(+1)	Wi	17(+3)	Ch	15(+2)
		x		n		t		s		a	
Base Attack		+11		CMB		+25		CMD		41	
Alertness, Cleave, Endurance, Iron Will, Lightning											
Feats		Reflexes, Power Attack, Self-Sufficient, Shot on the Run, Vital Strike									
Skills		Climb +17, Demolitions +11, Disable Device +9, Pilot +16 , Perception +17, Profession (Soldier) +6, Sensor Ops +13 , Stealth +8, Survival +11. Racial Modifiers +2 <i>Demolitions</i> , +2 <i>Disable Device</i> , +2 <i>Pilot</i>									
Languages		Common, Zendai, Trade									
Special Qualities		Warrior Spirit									
FL	3	ML	3	PL	3	S-	5	S+	4	TL	7

ECOLOGY	
Environment	Any, adaptable to almost any environment due to cloning process.
Organization	solitary, warband (2–7), or Troop (20–50 plus 30% noncombatants, 1 cleric or wizard of 3rd–5th level, 2–4 NCOs of 3rd–5th level, 1 Lieutenants of 4th–7th level, various mecha and vehicles for security and transport.)
Treasure Value	NPC Gear (Energy Combat Knife, Inertial Power Armor, Colossal Laser Assault Rifle, other treasure)

SPECIAL ABILITIES

Warrior Spirit (Su): Once per day, a Zendai may perform a 10-minute meditation ritual to tap into the chi energy from his martial arts training. This focus of chi energy provides a +4 deflection bonus to AC, immunity to enchantment and illusion spells, and one of the following spell effects: *bles*, *endure elements*, *protection from evil*, *protection from good*, or *see invisibility*. The effects persist for 24 hours.

These extremely large clone soldiers are renowned for their durability and dedication to duty. In their home and in many other realms they have fought thousands of battles winning most of the though cunning tactics and sheer numbers. Thousands of worlds have been are ruled by the Zendai and more are being conquered each day.

The Zendai Continuum is expanding on many fronts each lead by a commanding general and his armada. These huge armadas are designed to operate away from main bases for extended periods of time, years if necessary. They are the spear head of the expansion. The smallest of these armadas contain thousands of ships ranging from battleships to frigates and freighters. Each armada is assigned a realm with which to “investigate with the intent of opening trade negotiations”. If the realm seems ripe for the taking the attack begins, if the realm is strong then negotiations will begin.

This was the plan when General Mennarri’s armada exited the gates into the core realms. They appeared in the heart of the Couatl Fellowship. Little is known about the details of the battle; apparently things happened very fast and the stories all conflict. What we do know it that it didn’t take long for the battle to ensue. Again stories conflict on how long the battle lasted some say less than a minute some say days, but the end result is the same. An extremely damaged armada was driven from Couatl space.

For the first time the Zendai’s morale has been broken, they are a drift in foreign space, with a badly damaged fleet, and may be blocked from their only known way home.

Until recently there have been no recorded incidents of any Zendai units changing sides or disobeying orders. There have been some incidents of small groups or ships going rogue from the fleet in an effort to improve their situation. These rogues usually turn to theft, piracy or worse, small handfuls turn their hand to mercenary work.



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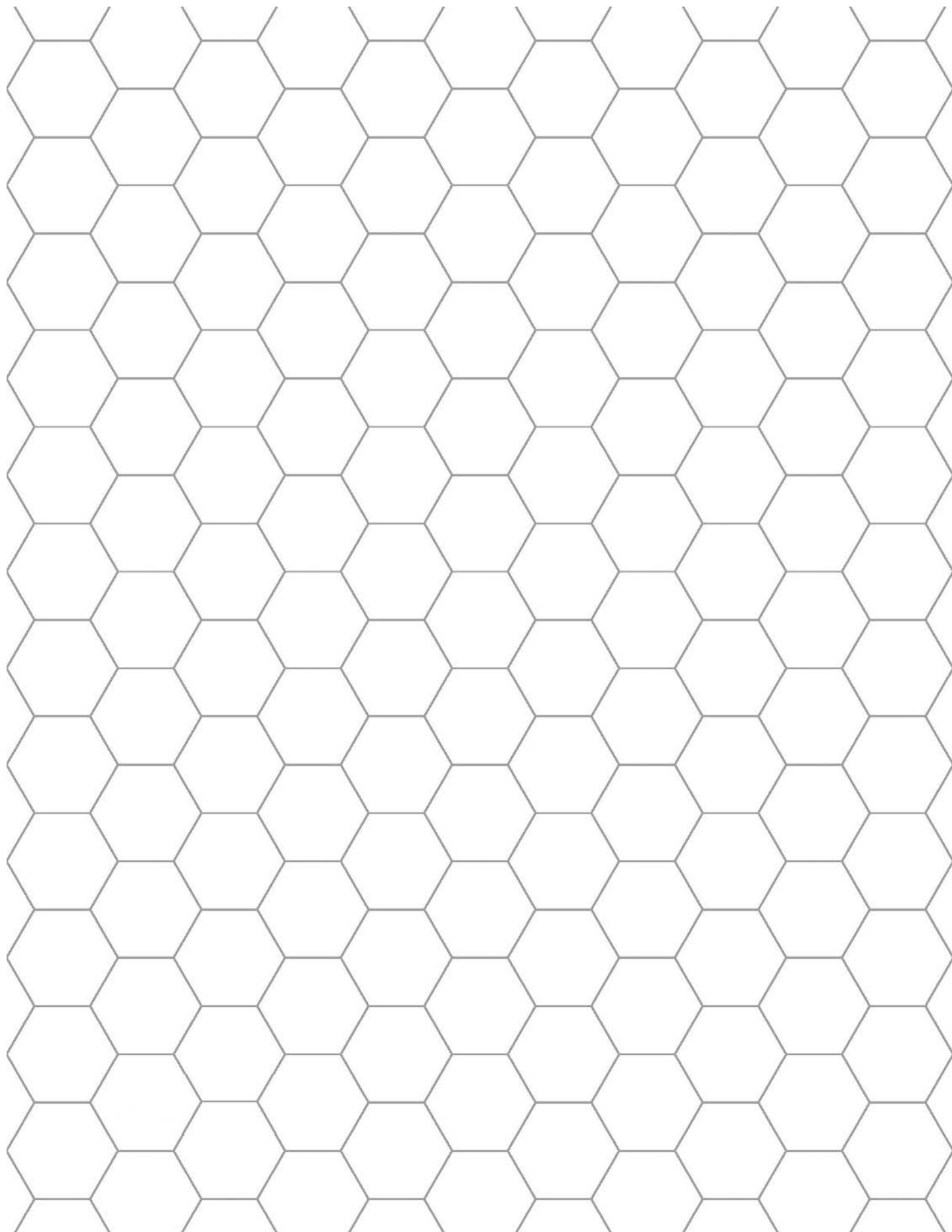
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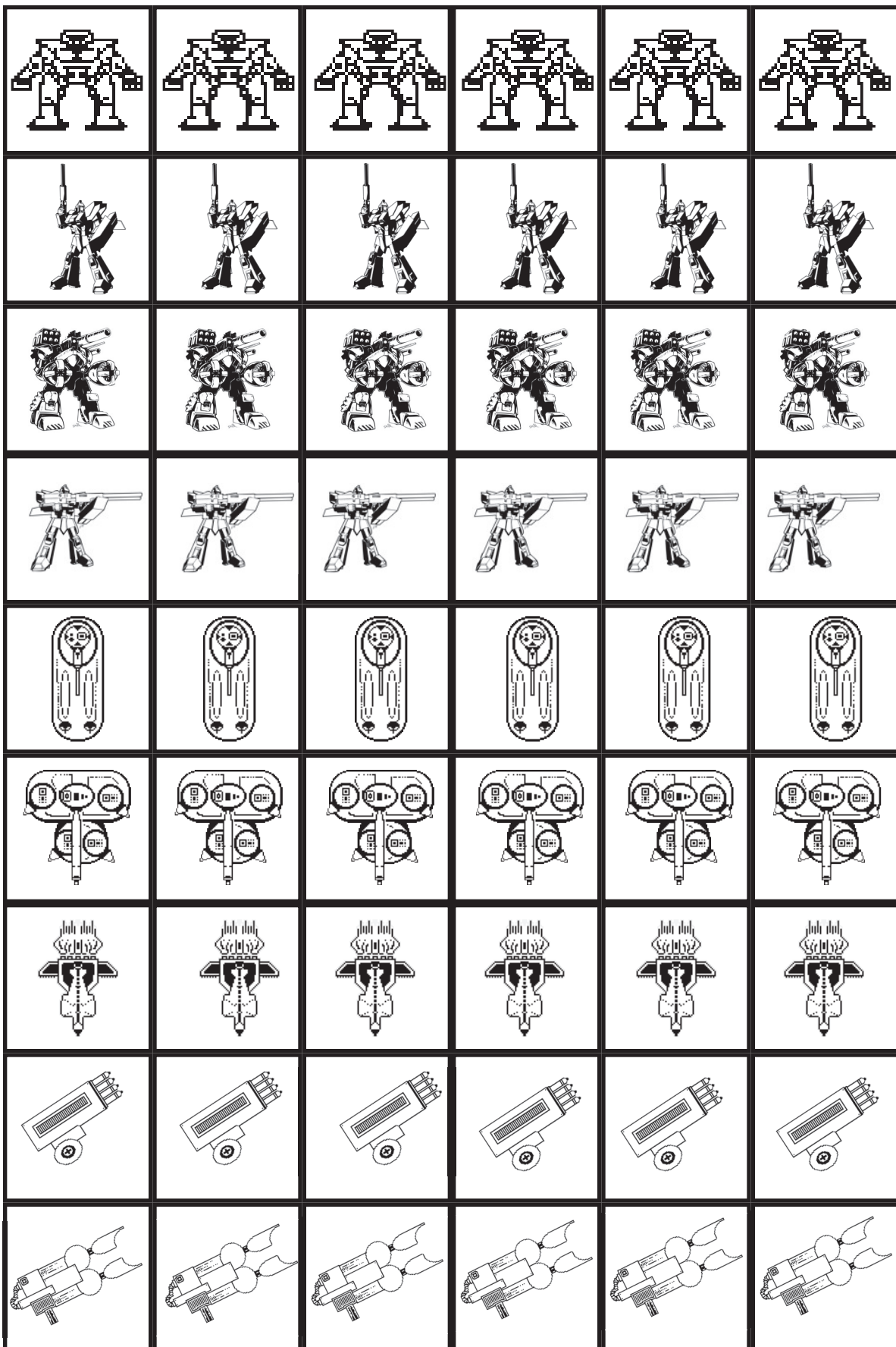
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NEVERWHEN MECHA DESIGN SHEET

Name of Mecha					
Power Level		Final Armor Class		Final Avail	
Size		Final HP		Final Speed	
Locomotion Efficiency		Final Hardness		Final Cost	
Final Reflex Save		Power Units		Maintenance Cost	
Final Fortitude Save		Final Weight		CR Bonus	

Area	Component	Spaces	Weight	Price	Avail	PL	Notes
Frame							
Superstructure							
Power Plant							
Armor							
Locomotion System							
Sensors							
Weapons							
Misc. Equipment							
Total							





Mecha

mech·a /'mekə/
noun

A large armored robot, typically controlled by a person riding inside the robot itself. These machines vary greatly in size and shape, but are distinguished from vehicles by their humanoid or biomorphic appearance. Mecha provide the best of both the infantry capabilities and armored capabilities, they are nearly as agile as infantry and nearly as armored as a tank. This combination makes them the undisputed kings of the battlefield.

Within this expansion to the Neverwhen Universe you will find rules for the creation, piloting, and maintaining of mecha. In addition you will find information about how mecha relate to everyday life. This book is designed to be used as an expansion for the Neverwhen campaign setting, but can also be used as a mecha expansion for any Paizo Pathfinder Role Playing System campaign.

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