MECHA

A FIELD GUIDE

STARFINDER COMPATIBLE

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MECHA - A FIELD GUIDE

Mecha and powered armor rules and datafiles, compatible with the Starfinder Roleplaying Game.

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Jinks punched through the Stratosphere, hurtling earthward at maximum velocity. There was no way the Vanshee would detect her; but that didn't worry her. She was always anxious before a fight. But, this was different. It couldn't end well, even if they took a head.

Three klicks to target.

The patchy red tapestry of cloud below her was marred by three inky black smudges. Smoke. She marked each and triangulated her trajectory accordingly. Small movements were all it took to adjust her flight path.

Two klicks to target.

"Six, I'm on my flight path, tracking north north west. Engaging stealth. Watch for my beacon."

"Ja, punch it sista!" Six Kill Echo replied over the comms.

TECH-9 was silent, as always. Probably running weapon diagnostics.

Jinks smiled. They both loved a good fight.

One klick to target.

Jinks tore through the cloud cover and engaged her glide webbing, turning her head-long fall into a smooth glide. Somewhere in the fog she sensed, rather than saw, something massive moving off to her left. Seconds later, she was in the open again. Speeding past her, the towers of the alien city looked like the bleached bones of some long dead monster, draped in shadow. Moving shadow. The monster was behind her now, so she banked hard. There it was.

Overhead target.

Jinks thumbed her beacon, fired her stabilizer rockets in three short bursts, then hit the earth, hard, her armor's liquid metal absorbing the impact that would otherwise have crushed her bones.

"Planet fall! Securing the perimeter, Six. Beacon active," Jinks said. She found cover just as a Vanshee speeder zipped through the towering structures, speeding towards the monstrosity. "Crap, warriors are inbound on target."

"Here already? No worries sista! So am I," Six said.

"Affirmative, commencing fire support," TECH-9 said.

Jinks turned as the vindicator class kaiju-hunter landed with a heavy thud that shook chunks of rubble down from the surrounding buildings, its servos whining under the strain of the impact. Even before the dust settled its main weapon systems were brought to bear on the monster, laying down a deadly barrage of laser fire with all the accuracy you'd expect from a droid and a pair of pickled heads.

"Go Jinksie, go light 'em up!" Six shouted into the comms.

Jinks checked the target beacon strapped to her arm, then dashed down the broken avenue. She knew the Vanshee wouldn't appreciate outsiders stealing their trophy, nor invading their homeworld to do so.

SUIT UP!

Giant mobile battle suits fight for domination of the galaxy, armed with massive laser cannons, meters long energy blades, and towering, foot-thick combat shields. They are mecha – mechanical suits built for war and arrayed with fearsome weapons. Piloted by the best of the best, they are the mechanized knights of a future age.

Initially designed for construction work and hazardous rescue operations, it wasn't long before the advantages mecha offered the fragile humanoid form were repurposed for the battlefield. Able to carry a veritable arsenal of weaponry, withstand heavy fire, and operate for long periods in the field, mecha quickly changed the way wars were fought, both on land and in space.

MECHA TYPES

Mecha come in all shapes and sizes, and even the most popular chassis are often heavily modified by their crews to suit their field of operations and their pilot's preferences, making it hard to find any two mecha alike. The most popular mecha are bipedal – robotic machines with a humanoid design – but this isn't always the case. Tracked mecha, grav-mecha, and multi-legged mecha all exist.

On a smaller scale, powered armor includes much of the functionality of mecha, with advanced, compact technology blurring the lines between the two types of armor.

POWERED ARMOR

The development that went into optimizing early mecha for a military role initiated the development of powered armor. Personal suits of armor that reduce their load on the wearer while augmenting the wearer's capabilities – much like miniature mecha – powered armor was seldom cheaper, but always easier to move on the black market. While only the rich and powerful could hope to own such a suit of armor, they depended on highly skilled technicians to maintain their prizes. These enterprising individuals used their unlimited access and knowledge to extrapolate the technology, flooding the markets with blueprints for armor that had none of the size restrictions of the designs they were based on. These cheaper alternatives – mecha based off advanced technology – sparked a mecha arms race that continues to this day.

Unlike light and heavy armor, powered armor requires its own battery, and comes with a fully charged battery at purchase. Powered armor uses the same type of batteries as other items, including charged weapons. The battery for a suit of powered armor can be recharged as normal using a generator or recharging station (see the *Starfinder Core Rulebook*), or it can be replaced with a new battery when spent *(see Table 7–9: Ammunition in the Starfinder Core Rulebook)*.

USING POWERED ARMOR

Powered armor augments the wearer's Strength and has weapon mounts on which ranged weapons can be installed. More about using powered armor is provided below.

ENTERING AND EXITING

Getting into or exiting a suit of powered armor requires a full action. Unless noted otherwise, a suit of powered armor has an electronic lock preventing anyone from opening it without knowing the passcode. The passcode can be determined with a successful Computers check (DC = 15 + double the armor's level).

POWERED ARMOR PROFICIENCY

Characters can gain proficiency with powered armor by taking the Powered Armor Proficiency feat (see Chapter 7 of the *Starfinder Core Rulebook*) or at 5th level through the soldier's guard fighting style. Lacking proficiency in powered armor comes with more significant drawbacks than with other types of armor. If you are wearing powered armor with which you are not proficient, you take a –4 penalty to both EAC and KAC, you are always flat-footed and off-target, and you move at half speed. If the armor has a special form of movement (such as a fly speed), you cannot use that movement.

USING MECHA

Mecha functions much like powered armor does, although it requires different training in order to pilot mecha.

Getting into or exiting a mecha cockpit requires a full action. The pilot may need a ladder or other means of reaching the cockpit to do so. Unless noted otherwise, a mecha cockpit has an electronic lock preventing anyone from opening it without knowing the passcode. The passcode can be determined with a successful Computers check (DC = 15 + double the armor's level).

MECHA PROFICIENCY

Characters can gain the ability to pilot mecha by taking the Mecha Piloting feat described below. If you attempt to pilot a mecha without this feat, you take a –4 penalty to all skill checks, saves and attack rolls made with the mecha, you are always flat-footed and off-target, and you move at half speed. If the mecha has a special form of movement (such as a fly speed), you cannot use that movement.

Mecha Piloting (Combat)

You know how to pilot mecha.

Prerequisites: Str 13, base attack bonus +5, Piloting 5 ranks, proficiency in light and heavy armor.

Benefit: You are able to pilot mecha. In addition, you can serve in any other role aboard a mecha, other than pilot, although this feat does not necessarily mean you have the skills required to fulfill that role.

POWERED ARMOR AND MECHA DESCRIPTIONS

The following explains mecha and powered armor's statistics entries. Differences between mecha and powered armor are noted where applicable. Specific mecha and suits of powered armor are described in the Datafiles at the end of this book. Each mecha and suit of powered armor's price is listed in Table 1: Mecha and Powered Armor.

TABLE 1: MECHA AND POWERED ARMOR

Mecha Model	Level	Price
Praetor	8	17,500
Vindicator Class Kaiju-Hunter	12	29,100
Powered Armor Model	**Level**	**Price**
HALO Infiltrator	5	3,450
Mage Frame	6	4,750
Spellbind	14	100,500

HIT POINTS

Unlike powered armor, mecha have hit points. Once these hit points are depleted, the mecha's armor is compromised and internal systems may take critical damage from further successful hits. Each time the mecha takes damage the pilot makes the save listed on Table 2: Hit Locations below, using the mecha's Dex or Con. The DC is equal to 15 + the amount of damage taken on that hit. If the save is successful, the mecha takes no further damage, otherwise there is an equal chance of hitting a crew member or sustaining the critical effect listed in Table 2: Hit Locations below. If a character is hit, they take the full amount of damage from the hit, unless their armor would prevent it.

All attacks against the mecha are made against its listed EAC and KAC bonuses, as appropriate, as described below, even if its armor is compromised.

TABLE 2: HIT LOCATIONS

D20	LOCATION	SAVE	EFFECT
1–3	Right Leg	Reflex	Leg disabled. Movement speed reduced by half.
4–6	Left Leg	Reflex	Leg disabled. Movement speed reduced by half.
7–14	Torso	Constitution	Power systems compromised. The mecha loses battery charges at double its usual rate.
15–16	Right Arm / Right Foreleg	Reflex	Arm disabled. Any weapon held in the hand cannot be used.
17–18	Left Arm / Left Foreleg	Reflex	Arm disabled. Any weapon held in the hand cannot be used.
19–20	Head	Constitution	Sensors and targeting systems damaged. –4 on attack rolls and sensor abilities cannot be used.

EAC AND KAC BONUSES

These are the bonuses the mecha or powered armor adds to your Energy Armor Class, which protects against attacks from laser weapons and the like, and to your Kinetic Armor Class, which protects against projectiles and other solid objects.

The cockpit of a mecha or powered armor is too small to fit a person wearing heavy armor. If you're wearing light armor while in powered armor or piloting a mecha, you gain the higher of the EAC bonuses and the higher of the KAC bonuses between the two suits of armor, and you take the worse maximum Dexterity bonus and armor check penalty. Powered armor and mecha are normally designed to be operated by any roughly humanoid creature of Small or Medium size — only creatures not matching those criteria must have the cockpit tailored to fit them (see the "Adjusting Armor" section in Chapter 7 of the *Starfinder Core Rulebook*).

MAXIMUM DEXTERITY BONUS

You normally add your Dexterity modifier to your EAC and KAC, but it's limited by your powered armor. A suit of powered armor's maximum Dexterity bonus indicates how much of your Dexterity modifier you can add to your AC. Any excess Dexterity bonus doesn't raise your AC further.

When piloting a mecha, the mecha determines your effective Dexterity. You use it for all Dexterity-based rolls. Even if your Dexterity is higher, you're limited to the mecha's Dexterity.

Armor Check Penalty

You take a penalty to most Strength- and Dexterity-based skill checks equal to this number.

Speed

Rather than using your normal speed, the powered armor or mecha has a maximum land speed of its own. In some cases, a mecha or powered armor has additional movement types as well.

Strength

When wearing powered armor or piloting a mecha, the armor determines your effective Strength. You use it for all Strength-based rolls. Even if your Strength is higher, you're limited to the armor's Strength.

Constitution

A mecha has a listed Constitution score. You use it for all Constitution-based rolls related to your mecha, such as for determining the effects of a forced march on the mecha and resisting fatigue. Even if your Constitution is higher, you're limited to the armor's Constitution. Powered armor does not have a Constitution score.

Damage

When you make an unarmed melee attack with the powered armor or mecha, it deals damage equal to the armor's listed damage value plus its Strength modifier.

SIZE

A mecha or suit of powered armor has the listed size, so you may take up more space when you're wearing it. Some mecha and suits of powered armor list a reach in parentheses after size. Mecha and powered armor with a reach greater than 5 feet allows you to attack creatures within that range in melee even if they aren't adjacent to you. Add the reach of the armor to the reach of any weapons you wield using the armor.

CAPACITY AND USAGE

Mecha and powered armor require a great deal of electricity to function, and have a battery capacity and usage value. A mecha or suit of powered armor's battery capacity indicates the number of charges its battery holds. This battery can be recharged as normal using a generator or a recharging station (see the "Services" section in Chapter 7 of the Starfinder Core Rulebook), or it can be replaced with a new battery (see Table 7–9: Ammunition in Chapter 7 of the Starfinder Core Rulebook). You can put a battery with a smaller charge capacity into a mecha or powered armor, but you can't recharge one to hold more than its maximum number of charges. Mecha and powered armor's usage indicates how long a single battery charge runs the armor. For example, a character in a HALO infiltrator with a fully charged battery can use that powered armor for 20 hours before its battery needs to be replaced or recharged. Once you have entered a suit of powered armor or the cockpit of a mecha, you can tell how many

battery charges it has remaining, if any. You can turn a mecha or a suit of powered armor on or off as a standard action, and you do not need to use all charges for the armor consecutively, but you must use them in 1-charge increments. If you're in armor that's out of power, you are flat-footed and off-target, you don't benefit from the armor's Strength or damage, and you can't attack with it or cause it to move. None of its mounted weapons (see below) or upgrades (see Armor Upgrades below) function, even if they have their own power sources. You can't attempt any Strength- or Dexterity-based skill checks, and the armor's maximum Dexterity bonus is +0 (or the armor's regular maximum Dexterity bonus, if lower). You can still exit the armor.

Some mecha use alternate power sources, such as a nuclear reactor, as their main power source. In this case, a battery is still required as part of the ignition system, and the main power source is able to recharge the battery to some extent, resulting in better than average usage.

WEAPON SLOTS

Ranged weapons can be installed in most powered armor and mecha. The maximum number is equal to the armor's weapon slots.

UPGRADE SLOTS

You can improve your powered armor or mecha with technological and magical upgrades (see Armor Upgrades below and in Chapter 7 of the Starfinder Core Rulebook). This entry shows how

many total upgrades a mecha or suit of powered armor can accommodate. Some larger or more complicated upgrades take up multiple upgrade slots.

BULK

A mecha or powered armor's listed bulk refers to its bulk when it is picked up or carried as cargo, and it does not count toward your own normal carrying capacity. When you're piloting a mecha or wearing powered armor, you use that armor's Strength to determine your carrying capacity. Count everything you're wearing, everything the armor is holding, and any armor upgrades and weapons mounted to the mecha or powered armor against this bulk limit.

COMPLEMENT

Mecha can have a crew, much like starships do. The actions crew members on a mecha can take during a normal round of combat depends upon their roles. Each crew member acts on their initiative turn in combat. You should declare your role when you board a mecha (if you declare yourself a passenger, however, you take no special actions in combat unless you assume a role), though you can change your role in the heat of combat. To do this, the destination cockpit must be empty and it requires a standard action to move from one cockpit to another. At the GM's discretion, reaching the cockpit may require a Climb check or similar skill check.

CREW

This section lists the crew filling various roles in combat, as well as the number of crew in that role.

STARSHIP STAT BLOCKS

If a mecha is capable of space combat it will have a starship stat block in addition to its mecha stat block. See Chapter 9 of the Starfinder Core Rulebook for more information about starships and starship combat.

MECHA CREW ROLES

In many mecha, a lone pilot fulfills most of the necessary roles, being responsible for managing the weapons systems, comms, and engineering, all while piloting the mecha. More complex mecha spread these roles between a number of crew, although there is often plenty of overlap between crew roles, as the limited size of mecha crews necessitates contingencies in case a crew member is unable to perform their duties.

The roles and actions listed below are intended for regular combat only. For starship combat, use the roles as described in the Starfinder Core Rulebook. Unless stated otherwise, each action is a full round action.

All crew can, as a standard action, fire one of the mecha's weapons. You can use a move action to reload. Typically all of a mecha's weapons, except for any held in the mecha's hands, can be fired from

any cockpit. Unless otherwise noted, a weapon cannot be fired more than once in a round.

CAPTAIN

Your role in combat is about encouraging the crew while taunting enemies into making critical mistakes. A mecha can have only one captain, and a character can assume that role only if it is currently vacant.

As the captain you can take the demand, encourage, taunt, orders, and moving speech actions (see the "Crew Actions" section in Chapter 9 of the Starfinder Core Rulebook). These actions can be taken only during your turn and affect crew members on their turn immediately following your action. They affect rounds, rather than phases. Use your mecha's level instead of starship's tier.

ENGINEER

You work with your mecha's engines and drive systems to keep your mecha at optimal fighting effectiveness. You can also repair damaged systems and are responsible for maintaining the mecha's shields. Only larger mecha carry an onboard engineer, but they are a vital component of all ground crews.

As an engineer you can take any of the following actions, depending on your ranks in the Engineering skill. Unless otherwise noted, each action can be performed only once per round, no matter how many engineers are on board a mecha. These actions can be taken only during your turn.

FIELD PATCH

If you succeed at an Engineering check (DC = 10 + 2 × your mecha's level), as a full round action, you can reduce the damage from a previous attack by 1d6. For every 5 by which you exceed the check you may reduce the damage by a further 1d4. The total damage reduced can never be more than the maximum damage dealt. You may only apply this action once to each hit, any remaining damage cannot be repaired with this action.

FIELD REPAIR

If you have at least 6 ranks in Engineering, you can spend 1 Resolve Point and attempt an Engineering check (DC = 10 + 2 × your mecha's level as a full round action to remove a critical damage effect. You can use the same action to instead restore 5 HP, up to half the mecha's hit point maximum.

MORE JUICE

If you have at least 12 ranks in Engineering, you can spend 1 Resolve Point and attempt an Engineering check (DC = 15 + 2 × your mecha's level) as a full round action. If successful, the next time your mecha would lose a battery charge, it instead retains it. This ability can also be used on a depleted battery to restore 1 charge. This action can only be used once per week per battery.

DIVERT

You can divert auxiliary power into one of your mecha's systems, giving it a boost. This requires a successful Engineering check (DC = 10 + 2 × your mecha's level), and the results depend on

where you decide to send this extra power. If you send auxiliary power to the engines, your mecha's speed increases by 10 feet until the start of your next turn. If you send it to the science equipment, all science officers receive a +2 bonus to their crew actions until the start of your next turn. If you send it to the mecha's weapons, treat each damage die that rolls a 1 as having rolled a 2 instead. This effect lasts until the start of your next turn.

GUNNER

You operate your mecha's various weapon systems, using them to neutralize or destroy enemy targets. A mecha can have multiple gunners, and often a pilot fulfills this role too.

As a gunner, you can use the mecha's targeting systems to lock onto a target. Locking onto a target requires a standard action, after which all ranged attacks you make with the mecha's weapons gain a +2 circumstance bonus on attacks. Each gunner can maintain 1 target lock, and can use a move action to give that lock to another gunner or the pilot. The target lock ends if the target is destroyed or your mecha runs out of battery charges. These actions can be taken only during your turn.

PILOT

You can pilot a mecha. A mecha usually has only one pilot, and a character can assume that role only if it is vacant.

As a pilot, you can spend a move action to move using the mecha's speed. This includes moving at a walk, hustle, or run. Mecha can hustle for an additional 1 hour before taking nonlethal damage. Both the mecha and pilot suffer the fatigued condition from hustling and forced marches. You can otherwise use your actions to have the mecha perform similar actions, as if the mecha was a normal character, including using a standard action to attack with any weapons held in the mecha's hands. You can, instead, use a standard action to fire another weapon, such as a shoulder mounted missile battery. These actions can be taken only during your turn.

SCIENCE OFFICER

You use the mecha's computers, scanners, and other systems to identify threats, target foes, and navigate hazards. A mecha can have any number of science officers.

As a science officer, you can take any of the following actions, depending on your ranks in the Computers skill. These actions can only be taken during your turn.

OPTIMIZE ROUTE

You can feed data from the mecha's sensors into its navigational computer to plot the best route through difficult terrain. This requires a move action. On the following turn, the mecha treats the first 30 feet of difficult terrain as normal terrain for the purposes of moving through it. You may also use this action to confer a +2 circumstance bonus on fly or swim checks for the following turn, if the mecha has a fly or swim speed.

SCAN

You can scan a location with your sensors to detect life forms and technology present in the area. Mecha sensors are typically more basic than starship sensors, but a standard feature of all mecha. A mecha's sensors have a range of 100 feet and can penetrate most barriers, but 5 feet of stone, 1 foot of common metal, or 10 feet of wood or dirt blocks it. You must attempt a Computers check. Any creatures or objects with a level lower than or equal to your roll – 10 are revealed. For every 5 by which you exceed the check, you learn another unknown piece of information about the revealed creatures or objects, in order of: size, type, race, and current Hit Points. This is a move action.

TARGET LOCK

You can use the mecha's targeting systems to lock onto a target. Locking onto a target requires a standard action, after which all ranged attacks you make with the mecha's weapons gain a +2 circumstance bonus on attacks. You can maintain 1 target lock, and can use a move action to give that lock to a gunner or pilot. The target lock ends if the target is destroyed or your mecha runs out of battery charges. These actions can be taken only during your turn.

IMPROVE COUNTERMEASURES

If you have at least 12 ranks in Computers, you can try to foil enemy targeting arrays and incoming projectiles by spending 1 Resolve Point and attempting a Computers check. The DC equals 10 + 2 × the level of the target mecha. If you're successful, crew aboard the target mecha roll twice and take the worse result for attacks until the end of your next turn. This is a full round action.

MECHA WIELDING WEAPONS

A mecha equipped with arms and hands can wield weapons within 1 step of its size category. They can wield a longarm or heavy weapon of their size category or smaller in each hand. For example, a Huge mecha can wield a Huge or Large longarm in each of its two hands, whereas a normal Medium sized creature would require both hands to wield one longarm. A mecha still requires two hands to wield a longarm or heavy weapon larger than its size category.

For more information about weapons see the "Weapons" section in Chapter 7 of the *Starfinder Core Rulebook*.

SCALING COMBAT

Mecha combat takes place just like regular combat, played out on a tactical battle map and in 6 second rounds. Because of their enormous size, the scale of the grid can be modified according to the size of the mecha involved in the battle. For example, if the smallest mecha involved in the combat is Huge, then have 1 inch on the grid map represent 15 feet.

MECHA SPACE BATTLES

Mecha can be outfited for space combat with the addition of thrusters, which usually take the form of a thruster pack or thrusters built into the mecha's legs. A mecha will usually be refitted with starship weaponry for space combat, then return to its hangar to be re-equpped for a ground role. Mecha frames are provided along with their mecha datafiles. These frames can be used to build space faring mecha, using the starship building rules (see the "Building a Starship" section in Chapter 9 of the *Starfinder Core Rulebook*).
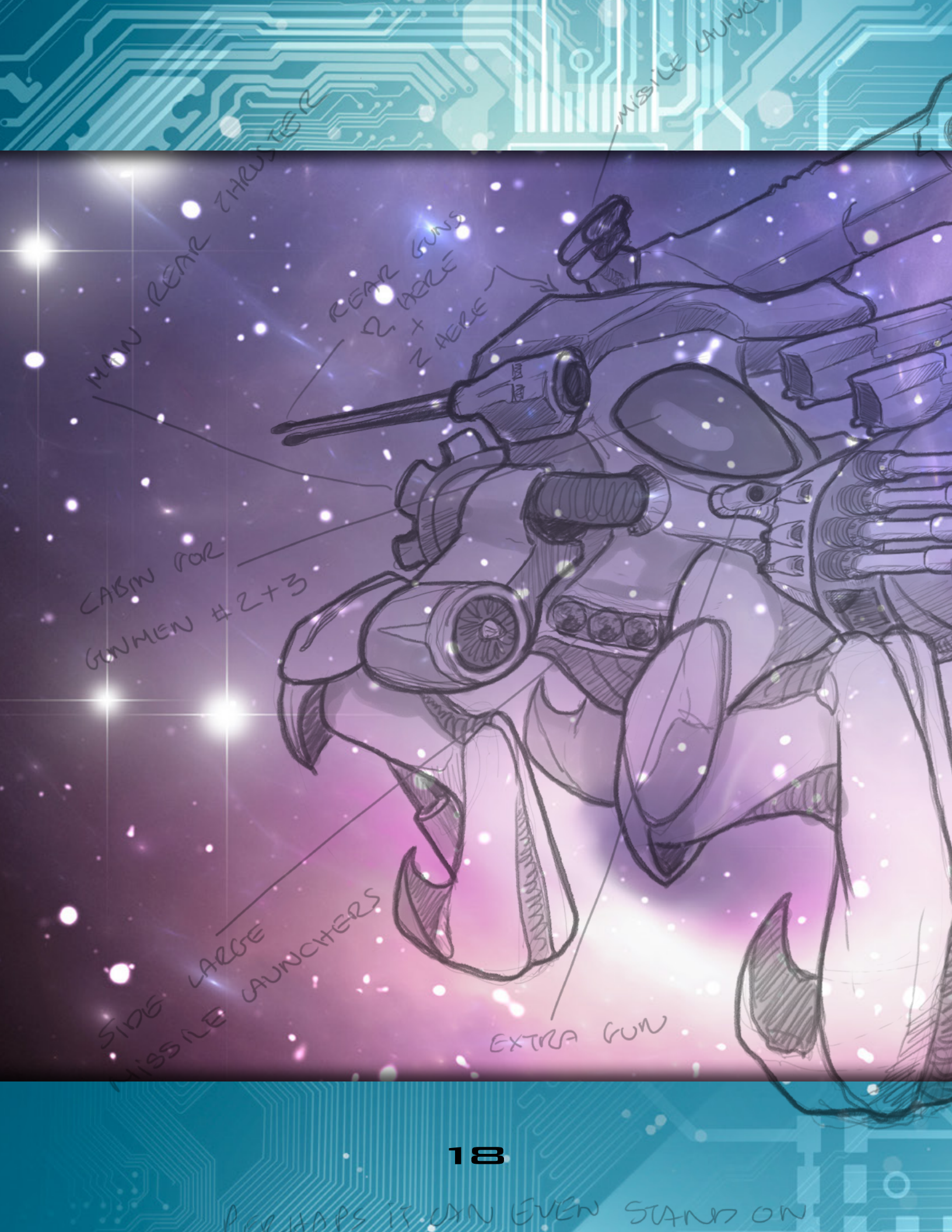
MAIN REAR THRUSTER

MISSILE LAUNCHER

REAR GUNS
2 HERE
+
2 HERE

CABIN FOR
GUNMEN #2+3

SIDE LARGE
MISSILE LAUNCHERS

EXTRA GUN

PERHAPS IT CAN EVEN STAND ON
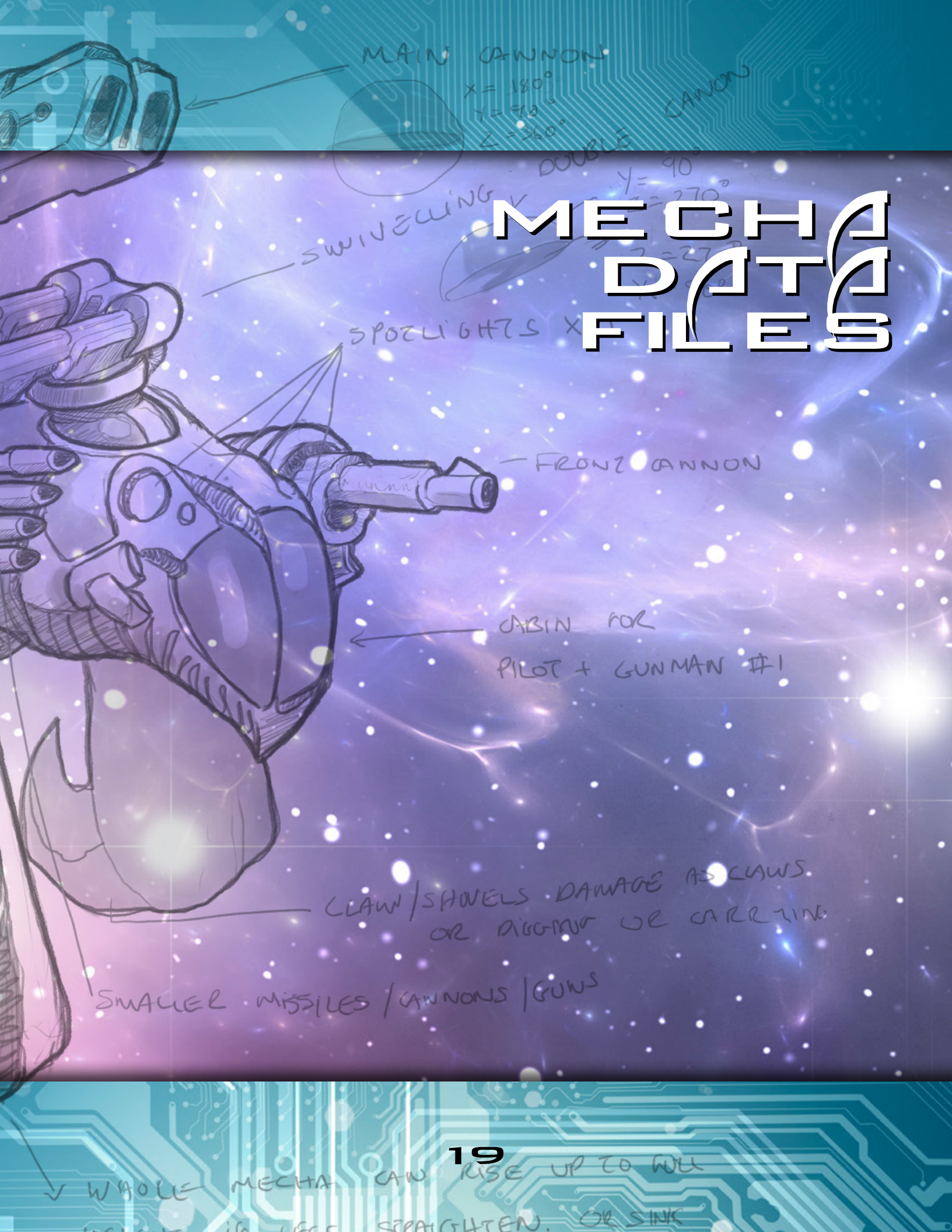
MECHA DATA FILES

MAIN CANNON

$X = 180°$
$Y = 90°$
$Z = 360°$

SWIVELLING, DOUBLE CANON

$Y = 90°$
$Z = 270°$

SPOTLIGHTS X

— FRONT CANNON

← CABIN FOR

PILOT + GUNMAN #1

CLAW/SHOVELS DAMAGE AS CLAWS OR DIGGING OR CARRYING

SMALLER MISSILES/CANNONS/GUNS

↓ WHOLE MECHA CAN RISE UP TO FULL HEIGHT OR LEGS STRAIGHTEN, OR SINK

HALO INFILTRATOR

POWERED ARMOR DATAFILE

HALO INFILTRATOR

EAC BONUS	+6	**KAC BONUS**	+8		
MAX DEX BONUS	–	**ARMOR CHECK PENALTY**	–	**SPEED**	40 feet, fly 50 feet (clumsy)
STRENGTH	16 (+3)	**DAMAGE**	1d8 B	**SIZE**	Medium
CAPACITY	20	**USAGE**	1/hour		
WEAPON SLOTS	1	**UPGRADE SLOTS**	1	**BULK**	6

Designed for stealth missions and made of a lightweight liquid smart-metal, the HALO (high altitude, low open) infiltrator suit allows optimal movement for its wearer. An integrated glide system and propulsion system built into the boots gives it a fly speed with clumsy maneuverability.

A character wearing active HALO infiltrator powered armor can ignore 1d6 of lethal damage and 1d6 of nonlethal damage when falling and never lands prone. For example, a character in HALO infiltrator powered armor who slips from a ledge 30 feet up takes 2d6 damage instead of 3d6 damage. If the same character deliberately jumps, they take 1d6 lethal damage instead of the normal 1d6 nonlethal damage and 2d6 lethal damage. And if the character leaps down with a successful DC 15 Acrobatics check, they take no damage instead of the normal 1d6 nonlethal damage and 1d6 lethal damage from the fall.

MAGE FRAME

POWERED ARMOR DATAFILE

MAGE FRAME

EAC BONUS	+9	**KAC BONUS**	+12		
MAX DEX BONUS	+2	**ARMOR CHECK PENALTY**	−2	**SPEED**	30 feet
STRENGTH	16 (+3)	**DAMAGE**	1d8 B	**SIZE**	Medium
CAPACITY	20	**USAGE**	1/hour		
WEAPON SLOTS	0	**UPGRADE SLOTS**	4	**BULK**	20

Fusing magic and technology, mage frame powered armor allows mystics to direct and amplify their power, while protecting them from harm.

Mystic spell casters gain 1 additional mystic spell slot while wearing mage frame powered armor.

The level of this spell slot is equal to half your total spell level (minimum 1). In addition, your mystic spells are harder to resist. The saving throw DC of any mystic spell you cast increases by +2.

SPELLBIND

POWERED ARMOR DATAFILE

SPELLBIND

EAC BONUS	+11	**KAC BONUS**	+14		
MAX DEX BONUS	+3	**ARMOR CHECK PENALTY**	–4	**SPEED**	30 feet
STRENGTH	18 (+4)	**DAMAGE**	2d6 B	**SIZE**	Large (10 foot reach)
CAPACITY	40	**USAGE**	1/hour		
WEAPON SLOTS	2	**UPGRADE SLOTS**	4	**BULK**	30

Spellbind powered armor is driven by magic rather than servos and gearing, although an auxiliary battery provides power to the systems responsible for maintaining the structure of the spell-formed shell. Spellbind armor can function for 6 rounds after its battery is depleted or removed.

Spellbind armor loses 1 charge each time it is hit with a dispel magic spell or each round it is within areas where magic is suppressed or negated.

PRAETOR

MECHA DATAFILE

PRAETOR

HP	77	**EAC BONUS**	+18	**KAC BONUS**	+20
MAX DEX BONUS	+4	**ARMOR CHECK PENALTY**	–4	**SPEED**	40 feet
STRENGTH	20 (+5)	**DAMAGE**	1d10 B	**CONSTITUTION**	18 (+4)
SIZE	Huge (15-foot reach)	**CAPACITY**	40	**USAGE**	1/hour
WEAPON SLOTS	4	**UPGRADE SLOTS**	6	**BULK**	80
COMPLEMENT	2				
CREW					
Gunner	1	Pilot	1		

PRAETOR - STARSHIP BASE FRAME

Size Tiny

Maneuverability perfect (+2 Piloting, turn 0)

HP 35 (increment 5); **DT** —; **CT** 7

Mounts turret (2 light)

Expansion Bays —

Minimum Crew 1; **Maximum Crew** 2

Cost 8

Praetor mecha are the elite command vehicles of mecha squadrons. Piloted by veteran crews, they are the tip of the spear, the cutting edge of the attack.

Praetor mecha have a humanoid appearance, with 2 hands and 2 legs.

A praetor pilot sits within the head and shoulders of the mecha, with the gunner situated just below in the praetor's chest.

VINDICATOR CLASS
KAIJU-HUNTER

VINDICATOR CLASS KAIJU-HUNTER

MECHA DATAFILE

VINDICATOR CLASS KAIJU-HUNTER

HP	125	**EAC BONUS**	+18	**KAC BONUS**	+20
MAX DEX BONUS	+2	**ARMOR CHECK PENALTY**	–4	**SPEED**	40 feet
STRENGTH	24 (+7)	**DAMAGE**	1d10 B	**CONSTITUTION**	18 (+4)
SIZE	Gargantuan (20-foot reach)	**CAPACITY**	40	**USAGE**	1/hour
WEAPON SLOTS	10	**UPGRADE SLOTS**	6	**BULK**	80
COMPLEMENT	4				
CREW					
Pilot	1	Engineers	1	Gunners	2

VINDICATOR CLASS KAIJU-HUNTER - STARSHIP BASE FRAME

Size Small

Maneuverability good (+1 Piloting, turn 1)

HP 40 (increment 10); DT —; CT 8

Mounts forward arc (1 light), aft arc (1 light), turret (2 light)

Expansion Bays 3

Minimum Crew 1; **Maximum** Crew 4

Cost 10

Built to rival the power of the fearsome kaiju, the vindicator class kaiju-hunter is an all-terrain weapons platform with a biped and quadraped mode, designed to persue its prey with deadly tenacity, through any terrain.

A vindicator class kaiju-hunter has 2 forelimbs and 2 rearlimbs, all equipped with purpose built claws.

The mecha pilot can, as a full round action, switch the stance of the vindicator class kaiju-hunter between biped and quadraped mode.

Biped Mode: A bipedal kaiju-hunter has the statistics provided above.

Quadraped Mode: Speed increases by 20 feet and the kaiju-hunter gains a swim speed of 20 feet and a burrow speed of 5 feet. As a full round action, the pilot can lower the belly of the kaiju-hunter to the ground, locking its legs to provide superb stability. While lowered the kaiju-hunter cannot move. Any weapon fired from the kaiju-hunter while it is lowered gains a +4 circumstance bonus to hit. A lowered kaiju-hunter cannot be tripped. The pilot can use a move action to raise the kaiju-hunter back to standard quadraped mode.

The claws on a vindicator class kaiju-hunter's forelimbs can be replaced with hands at no extra cost. The kaiju-hunter then loses its burrow speed but increases its climb speed to 20 feet and can carry weapons while in biped mode.

The pilot and first gunner are situated within the neck-mounted cockpit of the mecha. The second gunner's cockpit is situated on the mecha's back, allowing for greater visability in both stances. The engineer's seat and consol is located within the mecha's belly, closest to the mecha's drive. All cockpit seats adjust to the stance of the mecha.
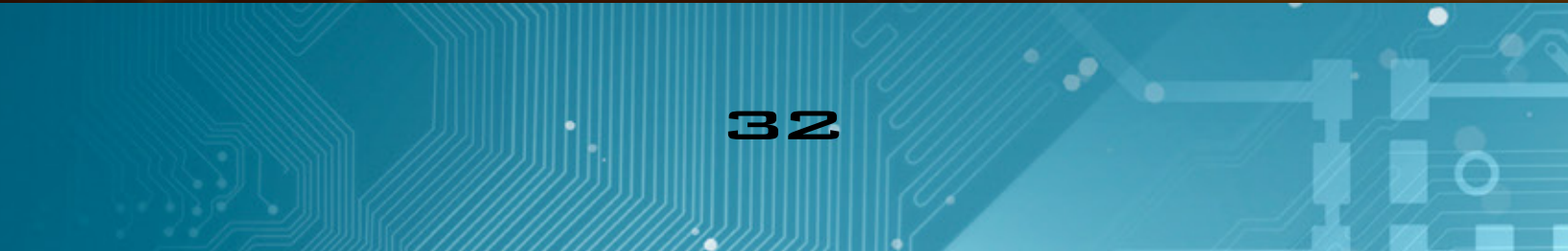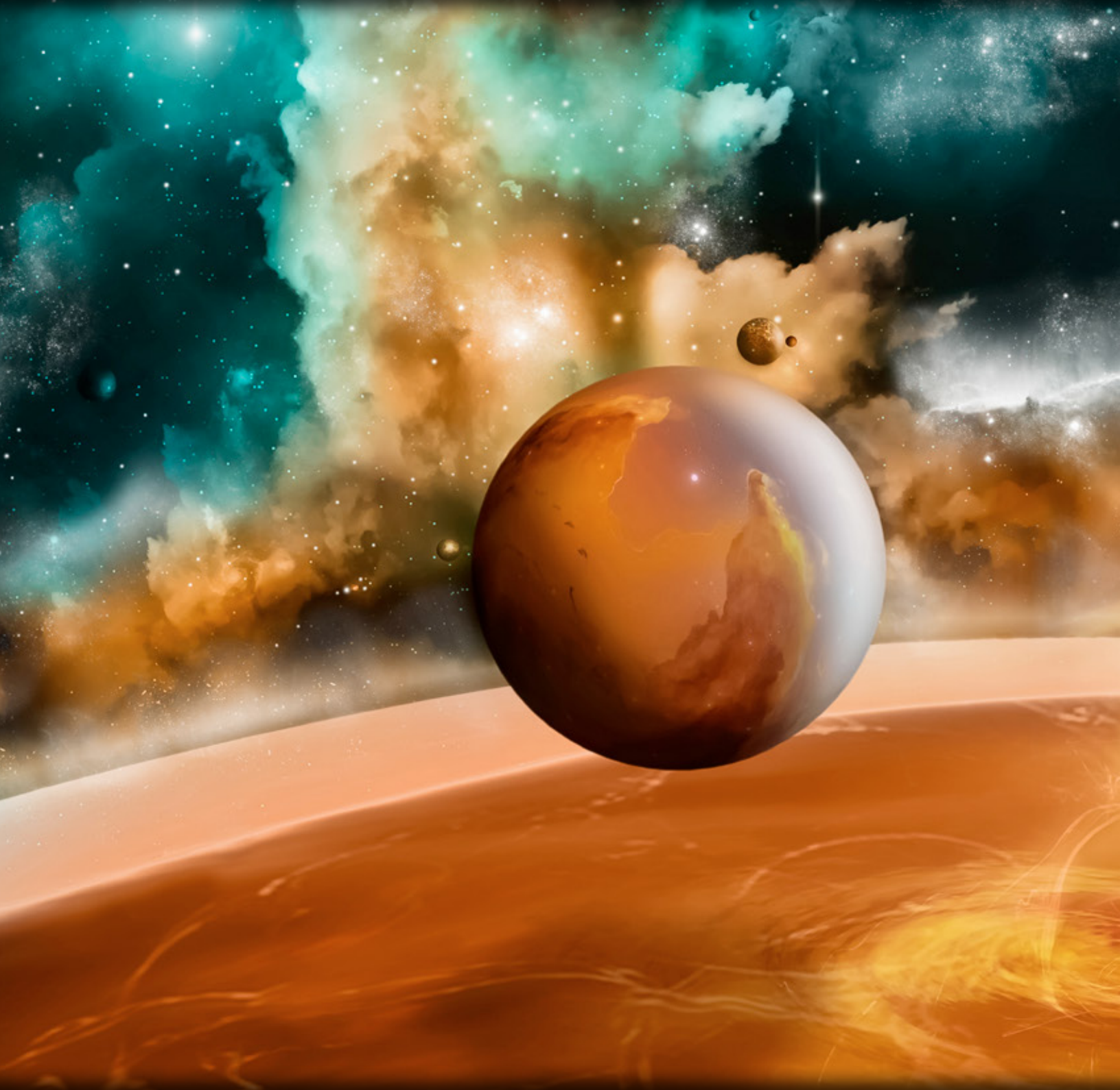
MECHA WEAPONS

MECHA WEAPONS

When mecha clash, the ground quakes. These awesome mechanized knights do battle with titanic swords and massive guns. Many of the main armaments available to mecha are larger forms of standard weapons. Below are some new weapons, as well as integrated weapons which require weapon slots in order for them to be equipped.

TABLE 3: BASIC MELEE WEAPONS

One-handed Weapons	Level	Price	Damage	Critical	Bulk	Special
Uncategorized						
Battleclaw, power	10	16,100	2d8 B/P	–	L	Powered (capacity 20, usage 1)
Pata, power	12	32,800	2d10 S	–	L	Powered (capacity 20, usage 1)

BATTLECLAW (POWER)

Battleclaws are modified battlegloves that include razor sharp claws. You can hold other objects or weapons in a hand wearing a battleclaw, but you can't use the claw to make attacks while doing so. You must declare whether you wish to do piercing or bashing damage before you make an attack with the battleclaw.

PATA (PLASMA, POWER)

A pata consists of a long blade extending from a locked gauntlet. Plasma pata integrate plasma sword technology into their design. You cannot hold other objects in the gauntlet. A pata is difficult to disarm, and you gain a +4 bonus to your KAC against combat maneuvers to disarm the weapon. Equipping and unequipping a pata is a full round action.

TABLE 4: ADVANCED MELEE WEAPONS

One-handed Weapons	Level	Price	Damage	Critical	Bulk	Special
Plasma						
Plasma pata, tactical	9	14,550	2d8 E & F	Severe wound	1	Powered (capacity 20, usage 2)
Plasma pata, red star	13	54,300	4d8 E & F	Severe wound	1	Powered (capacity 40, usage 4)
Plasma pata, yellow star	15	127,000	5d8 E & F	Severe wound	1	Powered (capacity 40, usage 4)
Plasma pata, white star	18	415,600	8d8 E & F	Severe wound	1	Powered (capacity 40, usage 4)
Plasma pata, blue star	20	920,250	10d8 E & F	Severe wound	1	Powered (capacity 40, usage 4)

TABLE 5: INTEGRATED WEAPONS

Integrated Weapons	Level	Price	Damage	Range	Critical	Capacity	Usage	Bulk	Slots
Uncategorized									
Swarm Bay	8	12,800	–	–	–	20	1	10	2
NIL Grenade Launcher Battery	8	12,400	By grenade	70 ft.	–	–	–	6	1

SWARM BAY

A swarm bay holds 10 hover drones, which can be rapidly launched as a standard action. These drones have the same statistics as a level 1 hover drone (see the "Mechanic" section in Chapter 4 of the Starfinder Core Rulebook). They can be equipped with weapons at an additional cost.

The drones are controlled from within the mecha by a mecha crew member, as a full round action. The swarm remains together, taking up a 10 feet by 10 feet space, but make attacks individually. An engineer may not apply engineering tricks to these drones. Drones that are lost or destroyed can be replaced at a cost of 1,000 credits each.

NIL GRENADE LAUNCHER BATTERY

A grenade launcher battery consists of a number of modified NIL (neutronic individual launcher) grenade launchers, connected in series, allowing them to be fired individually, in quick succession, or all at once. The grenade launcher battery is typically mounted on the shoulders of a mecha.

MECHA EQUIPMENT

TABLE 6: MECHA EQUIPMENT

Equipment	Price	Bulk
Access Ladder	20	1
Drop Pod	14,850	40
Field Maintenance Module	14,850	40
Launch Bay	40 BP	Not applicable
Mecha Hangar Bay	20 BP per bay	Not applicable

ACCESS LADDER

Made of lightweight aluminium and retractable cable, an access ladder allows a crew member to access their cockpit when away from their hangar bay, and can be stowed inside a cockpit when not in use. Extending an access ladder is a move action. Retracting it is a full round action. It takes a move action to attach or detach the access ladder.

DROP POD

A drop pod allows a starship to safely deploy a mecha landwards from orbit. It takes a drop pod 1d2 hours from orbital launch to land on the planet's surface. The mecha can then leave the drop pod as a move action. A drop pod's thrusters are not powerful enough to relaunch it, and it must be collected by a maintenance vehicle to reuse it. A drop pod, including its launch mechanism, uses 1 expansion bay aboard a starship.

DROP POD

EAC 17; **KAC** 20; **Cover** cover
HP 80 (40); **Hardness** 4

FIELD MAINTENANCE MODULE

A stripped down version of the hangar bay, a field maintenance module is usually installed onto a vehicle for field repairs. It comes with a multi-purpose crane, a charging station able to recharge a mecha battery twice, collapsible ladders, and field tools. A field maintenance module can be used to do minor repairs to a mecha and for basic customization. It takes up 5 passenger spaces in a vehicle.

LAUNCH BAY

Mecha with space combat capability can be launched from a starship via a launch bay. A mecha

with space combat capabilities has statistics similar to a starship. During the helm phase, place the mecha in a hex adjacent to the starship that launched it, facing away from the starship. The mecha can take part in the gunnery phase of the current round and joins the normal sequence of phases from the following round. A launch bay occupies 2 expansion bays of a starship.

MECHA HANGAR BAY

A mecha hangar bay includes access ladders, charging cables, ammunition loading elevators, cranes, and work platforms for maintaining and customizing a mecha. Each hangar bay is custom built to service a particular mecha. A hangar bay is required to make major repairs or to customize a mecha. A hangar bay may be installed only in

a Gargantuan or larger starship and takes up 1 expansion bay for a Large mecha, 2 for a Huge mecha, 4 for a Gargantuan mecha, and 6 for a Colossal mecha.

ARMOR UP-GRADES

Mecha and powered armor are highly customizable, and many mecha crews will change the configuration of their rig to better suit mission requirements. For more information about armor upgrades and for a list of additional upgrades, see the "Armor Upgrades" section in Chapter 7 of the *Starfinder Core Rulebook*. Mecha can use any armor upgrade that lists its armor type as Any or Powered.

TABLE 7: ARMOR UPGRADES

Upgrade	Level	Price	Slots	Armor Type	Bulk
Adaptive Camouflage	1	150	1	Any	L
Adaptive Shield Unit	1	200	1	Any	L
Blast Stabilizers	1	150	1	Heavy, Powered, and Mecha	1
Brawler Mod	4		2	Powered Armor and Mecha	2
Fall Dampers	1	2,000	2	Any	L
NecTech Crew	12	9,000	1	Mecha	1

ADAPTIVE CAMOUFLAGE

A series of miniature imaging units record and display the surrounding landscape on the armor's surface, creating an effective camouflage. The wearer gains a +2 circumstance bonus on Stealth checks.

ADAPTIVE SHIELD UNIT

The usual load of maintaining a force field is reduced with an adaptive shield unit, which activates the armor's force field based on the trajectory of incoming fire. A force field must be installed for the adaptive shield unit to have any effect at all. The adaptive shield unit activates the attached force field to block incoming solids or liquids, as a free action, using 1 charge during the round it is activated. The adaptive shield unit increases the force field's fast healing by 1 on a round when the force field is not activated.

BLAST STABILIZERS

Capacity 40 **Usage** 2/round

Blast stabilizers provide additional stability to armor and mecha to help compensate for the powerful backlash of especially large calibre weapons. Armor equipped with blast stabilizers can attach itself to a flat surface, such as a starship hull, as a move action. The armor's speed is halved while it is clamped to a surface and it must spend 2 charges per round to maintain its grip. While it is attached, it gains a +4 circumstance bonus to its KAC for the purpose of resisting bull rush, reposition, and trip combat maneuvers.

BRAWLER MOD

This upgrade optimizes a mecha or powered armor for unarmed close combat. As a full round action, a pilot can make a number of unarmed strikes equal to their Dex modifier (minimum 1) with any of the mecha's limbs or appendages. These unarmed strikes deal lethal damage.

This upgrade can be installed only in powered armor and mecha.

FALL DAMPERS

Fall dampers reduce the damage that would otherwise be sustained from a fall by redistributing the impact through a series of servos, pistons, or shock absorbers. The fall dampers convert all d6 damage die to d4 damage die instead. In addition, any nonlethal damage that would be taken from the fall is ignored.

NECTECH CREW

Derisively known as "jar heads," NecTech crew are the reanimated heads of dead crewmembers, preserved in a jar and hardwired into a mecha to fulfill a certain role. The attributes for any particular NecTech crew member are based on the character the head was taken from, with 2 permanent negative levels, and should be GM knowledge.

This upgrade can be installed only in mecha.

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