



TECH REVOLUTION PLAYTEST

Welcome to the playtest for *Starfinder Tech Revolution*! This sourcebook for the Starfinder Roleplaying Game is scheduled to release in 2021 and will be full of fun technology-based options for every type of Starfinder character.

Among the many exciting options to come in *Tech Revolution* are both a new character class and a system for building and using mechs in Starfinder, and we need your help to playtest them! The nanocyte is an adept with nanotechnology, able to control and manipulate sub-microscopic nanites for a variety of tasks. Mechs, of course, are giant piloted robots used for epic-scale conflicts that offer a whole new way to get into the action! The nanocyte class description starts on page 2, and mechs start on page 11.

The playtest will run until September 18, 2020. We are looking for your feedback, comments, and criticisms regarding the nanocyte class and mech rules, but we will focus our attention on feedback from actual play. Create new characters, use them as NPCs or villains, and run a few game sessions, or even a few mock encounters, incorporating these new rules into your game. We're interested in just about any input from play!

When looking at these rules, please keep in mind we do not expect the final versions to look like the playtest versions. These are early iterations of the new rules; some elements might be a bit extreme or interact with new rules that stretch some of the assumptions of the game, and the best way to find out if we've gone too far (or in the wrong direction) is to give them to you. There's plenty of time for you try things out and for us to make adjustments based on your feedback, because we want our new additions to match the needs of Starfinder players. So whether you love something or think it needs some work, let us know.

Once you've had a chance to try the new class, the new mech rules—or both—head over to starfinderplaytest.com, where you'll find links to surveys that will allow us to gather your responses. These surveys are available now and will remain open until the end of the playtest. Please make sure to fill out the surveys by September 18!

In addition to responding by survey, you're also invited to the playtest forums at paizo.com. There, you'll find a general forum for discussion and announcements, as well as dedicated forums for the nanocyte class and mech rules. When you post to the playtest forums, look for existing threads on your topic before you start a new one. Also, remember that every game is different and that every poster is trying to make the game better for everyone. Please be polite and respectful of others on the forums.

We'd like to thank you for participating in the *Tech Revolution* playtest. We look forward to hearing what you think and plan to use your feedback to make these game options the best they can be. Summon your nanites and power up your mech—the playtest awaits!

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NANOCYTE

STAMINA POINTS
6 + Constitution Modifier

6 HP

Your body houses nanites in untold numbers; these tiny machines can grant you impossible strength, transform into tools, and course between obstacles to overwhelm your foes. Under your control, these nanites can even reshape your body to avoid harm or gain an edge, making you an adept combatant able to manifest just the right weaponry or equipment at a moment's notice. Whether your powers stem from excruciating experiments, accidental infection, or voluntary symbiosis, your nanites grow stronger by the day as you gradually transform into a being more machine than mortal.

KEY ABILITY SCORE

Your Constitution augments your nanites and helps you sustain a larger swarm, so Constitution is your key ability score. Strength and Dexterity can boost your combat effectiveness, whereas Intelligence greatly improves your skills.

CLASS SKILLS

SKILL RANKS PER LEVEL
6 + INTELLIGENCE MODIFIER

| | |
|--------------------|-------------------------------|
| Acrobatics (Dex) | Perception (Wis) |
| Athletics (Str) | Physical Science (Int) |
| Computers (Int) | Piloting (Dex) |
| Engineering (Int) | Profession (Cha, Int, or Wis) |
| Life Science (Int) | Sleight of Hand (Dex) |
| Medicine (Int) | Stealth (Dex) |

PROFICIENCIES

ARMOR PROFICIENCY

Light armor

WEAPON PROFICIENCY

Basic melee weapons, advanced melee weapons, small arms, and longarms

NANITE SURGE (EX) 1st Level

A number of times per day equal to half your nanocyte level plus your Constitution modifier, you can use a nanite surge to push your nanites to perform extraordinary feats in certain situations; the exact benefits vary by circumstance and are explained in the abilities below. At 5th level, you can spend 1 Resolve Point to gain and immediately use an additional nanite surge. You can use this ability multiple times.

NANITE ARRAY (EX) 1st Level

Your body hosts a multitude of nanites that you can direct to take one of three forms called arrays: they can flood out of your body to form a cloud, combine to temporarily create items, or mobilize within you to amplify your physical abilities.

As a move action, you can direct your nanites to adopt an array, and you can have only one array active at a time. You can instead use a nanite surge (see above) to form or switch arrays as a swift action. The nanites maintain their array until you direct them into a different array, you fall unconscious, or you end your turn more than 10 feet from the array. If an array ends without being turned into a different array, the nanites disperse and return to your body at the beginning of your next turn and

await further instructions. If you aren't within 60 feet of the array or the array is physically blocked from reaching you, the nanites instead break down, and you can't use your nanite array again until you spend 1 Resolve Point and take a full action to create a replacement array.

Your nanites are technological in nature and can be detected by spells such as *detect tech*, but they aren't otherwise subject to effects that affect technology.

The three forms of nanite arrays—sheath, cloud, and gear—provide the following benefits only while the specific array is active.

Sheath Array: The nanite array reinforces your body, granting you a +1 enhancement bonus to Reflex saving throws and a +1 insight bonus to checks with two of the following skills: Acrobatics, Athletics, Sleight of Hand, or Stealth, selected when you form this array. At 3rd level and every 4 levels thereafter, these bonuses increase by 1.

When you form a sheath array, you can use a nanite surge to gain a number of temporary Hit Points equal to your nanocyte level; you lose any remaining such temporary Hit Points when the sheath array ends.

Cloud Array: Your nanites spread out into a faintly visible cloud that fills up to a number of contiguous 5-foot squares (at least one of which must be adjacent to you) equal to 1 plus your Constitution bonus.

TABLE 1-1: NANOCYTE

| CLASS LEVEL | BASE ATTACK BONUS | FORT SAVE BONUS | REF SAVE BONUS | WILL SAVE BONUS | CLASS FEATURES | MAJOR FORMS | MINOR FORMS |
|-------------|-------------------|-----------------|----------------|-----------------|--|-------------|-------------|
| 1 | +1 | +2 | +0 | +0 | Nanite array, nanite surge, primary nanite faculty, primary faculty technique | 2 | 3 |
| 2 | +2 | +3 | +0 | +0 | Defensive dispersal, nanocyte knack | 2 | 4 |
| 3 | +3 | +3 | +1 | +1 | Cyto-conversion (+1), weapon specialization | 3 | 4 |
| 4 | +4 | +4 | +1 | +1 | Nanocyte knack | 3 | 5 |
| 5 | +5 | +4 | +1 | +1 | Primary faculty technique, shroud (+1 square) | 4 | 5 |
| 6 | +6 | +5 | +2 | +2 | Nanocyte knack | 4 | 6 |
| 7 | +7 | +5 | +2 | +2 | Manifold array (two arrays) | 4 | 6 |
| 8 | +8 | +6 | +2 | +2 | Nanocyte knack | 4 | 7 |
| 9 | +9 | +6 | +3 | +3 | Primary faculty technique, secondary nanite faculty, secondary faculty technique | 5 | 7 |
| 10 | +10 | +7 | +3 | +3 | Cyto-conversion (+2), nanocyte knack | 5 | 8 |
| 11 | +11 | +7 | +3 | +3 | Eternal nanites | 5 | 8 |
| 12 | +12 | +8 | +4 | +4 | Nanocyte knack | 5 | 9 |
| 13 | +13 | +8 | +4 | +4 | Primary faculty technique, secondary faculty technique | 6 | 9 |
| 14 | +14 | +9 | +4 | +4 | Nanocyte knack | 6 | 10 |
| 15 | +15 | +9 | +5 | +5 | Manifold array (three arrays) | 6 | 10 |
| 16 | +16 | +10 | +5 | +5 | Cyto-conversion (+3), nanocyte knack | 6 | 11 |
| 17 | +17 | +10 | +5 | +5 | Primary faculty technique, secondary faculty technique | 7 | 11 |
| 18 | +18 | +11 | +6 | +6 | Nanocyte knack | 7 | 12 |
| 19 | +19 | +11 | +6 | +6 | Living legion | 7 | 12 |
| 20 | +20 | +12 | +6 | +6 | Infinite array, nanocyte knack | 7 | 13 |

The cloud is stationary once formed, though as a move action you can reconfigure its space: if you do so, at least one square of the cloud must remain unchanged. When you take a guarded step, you can move 10 feet as long as you begin and end this movement adjacent to or within your cloud array.

When you form a cloud array, you can use a nanite surge to increase the cloud's density. This causes the array's space to provide concealment, but it provides only a 10% miss chance. It doesn't provide enough concealment to hide, and your attacks ignore any miss chance provided by your cloud. This doesn't stack with existing concealment.

At 3rd level, whenever you form a cloud array, it can fill an additional 5-foot square and you increase any miss chance the cloud provides to 15%. At 7th level, it can fill two additional squares and any miss chance the cloud provides increases to 20%. At 11th level, the cloud fills up to a number of contiguous squares equal to 1 plus twice your Constitution modifier. At 15th level, when you use a nanite surge while forming the cloud array, the cloud instead provides normal concealment (though your attacks still ignore any miss chance). At 19th level, the cloud instead fills up to a number of contiguous squares equal to 1 plus four times your Constitution modifier.

Gear Array: Your nanites shape themselves into a single piece of equipment, such as a weapon, tool, or even a cybernetic augmentation. You can direct your nanites to create a limited selection of equipment, divided into major forms and minor forms. Major forms include weapons and cybernetic augmentations, while minor forms include technological items (excluding armor and weapons) and personal items. At 1st level, you know how to create two major forms and three minor forms. You learn a new minor form at 2nd level and every 2 levels thereafter, and a new major form at 3rd level and every 4 levels thereafter. When you reach 5th level, and each time you gain a level thereafter, you can replace one of your major forms with a new major form and one of your minor forms with a new minor form.

To select a piece of equipment as one of your gear array's major or minor forms, its level must be equal to or lower than your nanocyte level plus 1, and its price must be equal to or lower than your nanite investment (see below). Augmentations must be cybernetic, weapons and items must be technological items (not magic or hybrid), and you can't select equipment that is consumed on use (such as grenades) or whose bulk exceeds your Constitution modifier.

Nanite Investment: The equipment you can create with your gear array is limited in part by your investment of raw material into your nanites, in the form of universal polymer bases (UPBs; *Starfinder Core Rulebook* 233). This is a numerical value called your nanite investment, and it starts at 0 when you gain your first nanocyte level. You can spend an hour using your nanites to break down an unattended weapon or technological item (with a maximum level equal to or lower than your nanocyte level plus 1) into component UPBs that you can then invest in your nanites. When you do, your nanite investment becomes equal to that item's price. During this hour, you can also add additional UPBs equal to 10% of the item's price to increase your nanite investment by that amount.

When you use your gear array to create a hand-held nanite weapon, technological item, or personal item, you can automatically grab and begin wielding it if you have the requisite number of hands free. Otherwise, the item floats in your space until the end of your turn, at which point it drops in your space.

When you use your gear array to create a cybernetic augmentation, it is automatically installed in the appropriate body slot as long as that slot is empty; otherwise it fails to manifest. If a given augmentation has a limited number of uses or frequency, that limit applies regardless of how many times you've created it with your gear array.

Equipment that requires a battery or ammunition to function must be loaded to function. When you create such equipment, you can have it absorb and automatically load one appropriately sized battery or

set of suitable ammunition in your possession. Any item that uses a battery with fewer than 20 charges can instead use a standard battery.

PRIMARY NANITE FACULTY 1st Level

Whether by their design or your own innovation, your nanites excel at a specialized task. Choose your primary faculty upon taking your first level in nanocyte—once made, this choice can't be changed. Descriptions of faculties appear on pages 4-7.

PRIMARY FACULTY TECHNIQUES 1st Level

At first level and every 4 levels thereafter you gain a faculty technique unique to your primary nanite faculty.

DEFENSIVE DISPERSAL (EX) 2nd Level

By using a nanite surge as a reaction when you take damage, you can protect yourself with your nanites as they create a temporary barrier or even cause part of your body to temporarily disperse. You reduce the damage dealt by the triggering effect by an amount equal to your nanocyte level plus your Constitution modifier, and you gain a +1 circumstance bonus to the first saving throw against the effect (such as the initial saving throw to resist a poison, but not subsequent saves against it).

NANOCYTE KNACK 2nd Level

As you gain experience, you learn special ways to use your nanites called nanocyte knacks. You learn your first nanocyte knack at 2nd level, and you learn an additional knack every 2 levels thereafter. If a nanocyte knack allows a saving throw to resist its effects, the DC is equal to 10 + half your nanocyte level + your Constitution modifier. If it requires an enemy to attempt a skill check, the DC is equal to 10 + 1-1/2 × your nanocyte level + your Constitution modifier. The descriptions of nanocyte knacks appear on pages 7-10. You can't learn the same knack more than once unless otherwise stated.

WEAPON SPECIALIZATION (EX) 3rd Level

You gain the Weapon Specialization feat as a bonus feat for each weapon type this class grants you proficiency with, including any weapons for which you gained proficiency through a nanocyte knack.

CYTO-CONVERSION (EX) 3rd Level

As your connection to your nanites grows, the swarm's ability to break down and reassemble your body strengthens, gradually making you more machine than mortal. You receive a +1 circumstance bonus to saving throws against bleed, disease, poison, and sleep effects. In addition, you gain a 10% chance to treat a critical hit against you as a normal hit; it deals normal damage and doesn't apply any critical hit effect. This percentage doesn't stack with similar effects.

At 10th level, the circumstance bonus to saving throws increases to +2, and the fortification percentage increases to 20%. At 16th level, the circumstance bonus to saving throws increases to +3, and the fortification percentage increases to 30%.

MANIFOLD ARRAY (EX) 7th Level

Your improved command of your nanites allows you split them into multiple arrays: a more potent primary array and a weaker secondary array. Your primary array calculates its effects using your full nanocyte level, whereas your secondary array calculates its effects using your

nanocyte level - 4. You can create and sustain multiple clouds or pieces of gear simultaneously, though you can sustain only a single sheath array at a time. You must use separate actions to direct your nanites into each array.

At 15th level, you can split your array into three forms simultaneously: a primary form using your full level to calculate its effects, a secondary form using your level - 4, and a tertiary form using your level - 8.

SECONDARY NANITE FACULTY 9th Level

You choose another nanite faculty. Once you choose this second faculty, it can't be changed.

SECONDARY FACULTY TECHNIQUES 9th Level

At 9th level and every 4 levels thereafter, you gain a faculty technique unique to your secondary nanite faculty. For the purposes of these secondary faculty techniques, treat your nanocyte level as equal to your nanocyte level - 8.

ETERNAL NANITES (EX) 11th Level

Your nanites recover quickly even from the most exhausting tasks. When you rest for 10 minutes to regain Stamina Points, you regain a daily use of your nanite surge ability; this increases to 2 daily uses at 18th level. When you spend 1 Resolve Point to gain the benefits of a nanite surge, you also regain an additional daily use of your nanite surge.

LIVING LEGION (EX) 19th Level

The effective level of your secondary nanite array increases to your level - 2, and the effective level of your tertiary nanite array increases to your level - 4. Once per day as a move action, you can supercharge your nanites, causing them to multiply and expand for 1 minute, granting you 10 temporary nanite surges. Any unused temporary nanite surges disappear at the end of this minute.

INFINITE ARRAY (EX) 20th Level

Once per day when you die from having 0 Hit Points and insufficient Resolve Points to stay alive, or from massive damage, you can activate an emergency healing protocol. Using this ability on yourself takes no action. At the beginning of your next turn, your body and equipment disperse into a nanite mist, fly up to 30 feet, and reform, in the process restoring you to life. You reappear upright and wielding any combination of equipment in your possession, and you regain 1 Hit Point, all your Stamina Points, and 1 Resolve Point. You can then act on your turn as normal.

As a reaction, you can instead use a nanite surge to use this ability on an adjacent ally when they die under the same conditions. If you use a nanite surge when you use this ability, you can instead target an ally up to 20 feet away. You can use additional nanite surges to increase this range by 20 feet for each nanite surge used. The ally disperses, flies, and reforms at the beginning of their next turn.

NANOCYTE FACULTIES

The following represent specialty paths that nanocytes commonly follow in developing their nanite abilities. Each faculty lists the techniques you learn as you gain levels. For effects that require a saving throw, the DC is 10 + half your nanocyte level + your Constitution modifier.

Discorporation

Your nanites rapidly break down and reshape your body, granting you extraordinary flexibility and the ability to melt into an amorphous form.

Reactive Spray (Ex) 1st Level

When you take significant damage from an enemy, you can take a reaction to form a temporary cloud array, using your nanocyte level to determine the cloud's size and effects. This cloud lasts until the end of your next turn and doesn't count against the maximum number of arrays that you can maintain simultaneously. If the triggering attack was a critical hit, you can also take a guarded step immediately after creating the cloud as part of this reaction.

Slithering Shape (Ex) 5th Level

By using a nanite surge as a move action, you can melt your body and equipment into a shapeless pool of your size consisting of nanites. You can remain in this form for 1 minute per nanocyte level or until you revert to your natural form as a move action, though you can extend the duration by an additional 1 minute per nanocyte level by spending an additional nanite surge. While transformed, your speed is 20 feet, you gain darkvision with a range of 30 feet, you can move through an area as small as one-quarter of your own space without squeezing, and you can squeeze through openings as small as 1 inch wide. You gain a circumstance bonus equal to your Constitution modifier to Acrobatics checks to escape and to your KAC to resist being grappled or pinned. You also gain damage reduction 5/magic; this doesn't stack with other forms of damage reduction. You are unable to speak, attack, cast spells, use items, or perform tasks that require fine manual dexterity while transformed. This is a polymorph effect.

Fluid Form (Ex) 9th Level

Your body easily liquefies and bends around otherwise-devastating attacks. You are immune to the wound and severe wound critical hit effects. When you use defensive dispersal, you can also activate your reactive spray ability as part of the same reaction.

Nanosmoke (Ex) 13th Level

When you activate your slithering shape ability, you can instead transform into a thick nanite vapor. In addition to the effects of slithering shape, you gain a fly speed of 20 feet with perfect maneuverability, and you can move through openings as small as 1 inch wide without squeezing. While in this form, you can't be entangled, flanked, flat-footed, grappled, off-kilter, off-target, pinned, prone, or staggered, and you are immune to critical hits, though you retain any such conditions you have when you use this ability. You take only half damage from any effect that targets only one creature.

Swarm Shadow (Ex) 17th Level

Once per day as a standard action, you can disperse your body and equipment into nanites that form a barely perceptible shell around an adjacent ally. You provide your ally the benefits of your sheath array, including those gained from spending nanite surges or from knacks that affect your sheath array. While in this form, you share your ally's space, automatically move where they move, and have concealment, allowing you to hide in plain sight. You can maintain this passive form for up to 1 hour per level, and you can end the effect as a move action to appear in any empty space adjacent to your ally.

While you are in this form, you can't use equipment, but you can create two semisolid limbs that extend from your ally and share their reach, giving you two hands with which to wield equipment you create using one or more gear arrays. If you take a move action, standard action, full action, or attack of opportunity while in this form, it begins to destabilize, reducing the effect's remaining duration to 1 round per level.

Infestation

Your nanites burrow into your foes, inflicting grievous injuries as they consume their victims from the inside.

Malignant Mist (Ex) 1st Level

When you form a cloud array or sheath array, you can use a nanite surge to damage anyone who contacts those nanites. Your cloud array deals 1d6 piercing damage (Fortitude negates) to each creature that starts its turn in or enters the cloud's area. Your sheath array deals 1d6 piercing damage (Fortitude negates) to any creature that hits you with a melee natural weapon, melee weapon without the reach special property, or unarmed strike. After a creature attempts a saving throw against either effect, it is immune to damage from this ability for 1 minute. You are immune to the effects of your malignant mist. As a reaction, you can grant one creature you can see within 30 feet immunity to your malignant mist until the beginning of your next turn. The damage dealt by this ability increases to 1d8 at 3rd level, to 2d6 at 5th level, and by 1d6 every 2 nanocyte levels thereafter.

Tenacious Swarm (Ex) 5th Level

When a creature fails a Fortitude save against your malignant mist ability, they become infested with short-lived nanites that continue burrowing into their body. At the end of the infested creature's turn, it takes piercing damage equal to your malignant mist ability's minimum damage plus your Constitution modifier, after which it attempts a new Fortitude save to end the effect. This effect ends automatically after a number of rounds equal to your Constitution modifier. A creature can be affected by only a single tenacious swarm at a time.

Toxic Host (Ex) 9th Level

When you use your malignant mist ability, you can make the nanites toxic in nature. Toxic nanites deal half damage to creatures that successfully save against your malignant mist ability.

Noxious Nanites (Ex) 13th Level

A creature affected by your tenacious swarm ability is also sickened for the duration of the effect. Weapons you form with your gear array gain the nauseate critical hit effect (*Starfinder Armory* 31). If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the nauseate effect.

Engineered Contagion (Ex) 17th Level

You can activate your malicious mist ability once per minute without using a nanite surge. You can use a nanite surge as a swift action to infect up to two other creatures you can see adjacent to any one creature within 60 feet that you can see that is affected by your tenacious swarm. The new targets are immediately affected by your malignant mist, receiving a saving throw to reduce the effects as normal.

Obliteration

Your nanites mercilessly tear apart your enemies, whether by guiding your strikes to inflict more severe damage or exploding from your attacks to hurt multiple foes simultaneously.

Unstoppable Nanites (Ex) 1st Level

Weapons you form with your gear array gain the penetrating and boost 1d4 special properties. To use the boost property with a weapon that doesn't have charges, you must use one nanite surge instead of expending additional charges. At 5th level, the boost special property increases to 1d6, and it increases by an additional 1d6 at 9th, 13th, and 17th levels.

Energized Swarm (Ex) 5th Level

While wielding a weapon you formed with your gear array, you can take a swift action to change half or all the weapon's damage type to cold, electricity, or fire until the beginning of your next turn. If the weapon already has two damage types, choose one to replace. This ability doesn't cause a weapon that normally targets KAC to target EAC.

Spreading Swarm (Ex) 9th Level

The first time on your turn that you hit with a weapon formed with your gear array, you can deal that weapon's minimum damage to a different target creature within 10 feet of the original target. The second creature can attempt a Reflex save to take half damage. For example, a weapon that deals 6d8 damage would deal 6 damage to the secondary target with this effect.

Flashing Nanites (Ex) 13th Level

When making a full attack entirely with weapons formed from your gear array, you take a -3 penalty to each attack roll instead of the normal -4 penalty.

Microscopic Bombardment (Ex) 17th Level

Your spreading swarm ability's secondary target can be up to 20 feet away from your initial target. In addition, you can use a nanite surge before performing a full attack to apply your spreading swarm ability to both attacks.

Redirection

Your nanites are forceful and energetic, able to redirect attacks, move objects, and lend weapons devastating mass.

Seeking Strike (Ex) 1st Level

As a move action, you can designate a target within 60 feet that's inside or adjacent to your nanite cloud as your nanites' focus, momentarily enhancing your accuracy against that target. The next attack you make against the target before the end of your next turn gains a +1 bonus to the attack roll and ignores the target's concealment, if any.

Particle Push (Ex) 5th Level

You can condense your nanites into powerful waves that collide with creatures and objects. While your nanite cloud is within your reach,

you can attempt bull rush, reposition, and trip combat maneuvers against targets in your nanite cloud as though they were within your melee reach; when doing so, you can use your Constitution modifier for your attack roll instead of your Strength modifier.

Bend Bullet (Ex) 9th Level

Attacks you make with your seeking strike ability also reduce the AC bonus from cover by 2. This doesn't allow you to attack a creature with total cover.

When you use your seeking strike and a weapon you formed with your gear array to make a ranged attack that targets a creature or creates a line, you can use one or more nanite surges to alter the attack's path to avoid obstacles and allies. Up to a distance equal to the weapon's first range increment, you can trace out any path for the attack that doesn't turn more than 90 degrees per 5 feet traveled, potentially allowing the attack to avoid cover or total cover. Using this ability requires you to use one nanite surge for every two times your attack changes direction, rounded up.

Rebounding Strike (Ex) 13th Level

After using your defensive dispersal ability to reduce the damage you take from a ranged or melee weapon attack from an attacker within 30 feet of you, you can use an additional nanite surge to redirect some of that energy back at the attacker; the target takes an amount of piercing damage equal to the amount by which your defensive dispersal reduced the triggering attack (Fortitude negates).

Particle Tsunami (Ex) 17th Level

As a full action, you can target up to three different creatures with your particle push ability. For each target, you choose whether to attempt a bull rush, reposition, or trip combat maneuver. You perform each attack with a -4 penalty, though before attempting an attack, you can use a nanite surge to reduce the penalty to -2 for that attack.

Regeneration

Your nanites swiftly knit flesh, stabilize life signs, and heal superficial wounds—both your own and those of nearby allies.

Reactive Repair (Ex) 1st Level

As a swift action, you can use a nanite surge to direct your nanites to repair and reinforce an ally. The target must either be adjacent to you or be adjacent to or within your nanite cloud. Alternatively, you can target yourself with this ability. For 1 minute or until the target begins their turn no longer adjacent to you or adjacent to or within your cloud array, the target gains fast healing 1 (as per the universal creature rule), except that the ability restores Stamina Points instead of Hit Points. Whenever the target regains a Stamina Point from this ability, they also gain 1 temporary Hit Point that doesn't stack with other temporary Hit Points. When the effect ends, the target loses any temporary Hit Points gained from this ability. At 5th level and every 4 levels thereafter, the fast healing increases by 1 and the temporary Hit Points increase by 2.

Nanosurgeon (Ex) 5th Level

You can add your Constitution modifier in place of your Intelligence modifier to Medicine checks. You can use the Medicine skill to treat creatures within or adjacent to your cloud array as through you were

adjacent to them. You can use a nanite surge to apply first aid as a swift action or treat deadly wounds as a full action for a creature in your cloud.

Flesh Donor (Ex) 9th Level

When you regain Stamina Points from your reactive repair ability, you can use a nanite surge as a reaction to multiply the number of Stamina Points you gain that round by 4. When an ally within 30 feet regains Stamina Points from your reactive repair ability, you can take a reaction to transfer a number of your own Stamina Points to that creature up to an amount equal to three times your level.

From the Brink (Ex) 13th Level

As a standard action, you can restore a dead creature to life so long as that creature died no more than 3 rounds ago from having 0 Hit Points and insufficient Resolve Points to stay alive or from massive damage. To use this ability, you must be adjacent to the body, or both you and the body must be adjacent to or within your cloud array. You end one of your current nanite arrays, channeling those nanites into the corpse, and use one nanite surge for each round (or fraction thereof) that the creature has been dead. This restores 5d8 Hit Points to the target and returns them to life, though in the process the target gains a negative level for 24 hours. This ability can't resuscitate creatures slain by death effects, creatures turned into undead, or creatures whose bodies were destroyed, significantly mutilated, disintegrated, and so on.

Healing Swarm (Ex) 17th Level

You effortlessly heal any damage dealt to you as your nanites endlessly repair your body. The first time each round you use a nanite surge, you can recover up to 2d10 Hit Points.

NANOCYTE KNACKS

You learn your first nanocyte knack at 2nd level and an additional knack every 2 levels thereafter. Nanocyte knacks all require you meet a minimum nanocyte level, and they are organized accordingly. Some nanocyte knacks require you to satisfy other prerequisites, such as having other knacks. For effects that require a saving throw, the DC is 10 + half your nanocyte level + your Constitution modifier.

2nd Level

You must be 2nd level or higher to choose these nanocyte knacks.

• Abundant Nanites (Ex)

Your body houses a seemingly inexhaustible amount of nanites. When calculating your number of nanite surges per day and the maximum bulk of your nanite gear, treat your Constitution modifier as 2 higher.

• Agile Host (Ex)

While your sheath array is active, you can apply its bonus to skill checks as an insight bonus to your initiative checks.

• Esoteric Edge (Ex)

You gain proficiency with two special weapons, you can select special weapons when learning new major forms, and you learn one special weapon as a bonus major form. At 3rd level, you gain

weapon specialization in the two selected weapons just as if your class granted proficiency.

• Myriad Forms (Ex)

You learn three additional minor forms that you can create with your nanite array.

• Split Manifestation (Ex)

When using your gear array to form an operative weapon or small arm, you can manifest a second copy of that weapon. This counts as only one array for determining the number of arrays you have active.

• Surgical Host (Ex)

While your sheath array is active, you can perform Medicine checks on creatures within your reach. While you are within reach of your cloud array, you can also perform Medicine checks on creatures in or adjacent to the cloud as though they were within your reach. For both forms, you perform Medicine checks as though you are using a basic medkit; at 5th level, you instead perform Medicine checks as though you are using an advanced medkit. At 8th level, you can select a medical lab as one of your minor forms known.

• Swarm Strike (Ex)

When you form your sheath array, you can use a nanite surge to gain a special unarmed strike that deals lethal damage, lacks the archaic trait, and has an item level equal to your nanocyte level. You can use your Constitution modifier in place of your Strength modifier when making this attack. Using a swarm strike requires you have at least one hand free. For each attack, you can deal bludgeoning damage, piercing damage, slashing damage, or any two of these damage types. At 3rd level, you gain a unique weapon specialization with your swarm strike, adding $1\frac{1}{2} \times$ your nanocyte level to its damage rolls (instead of just adding your character level). At 7th level, this unarmed strike gains the thrown (20 feet) special property, and while you have at least two hands free, your weapon specialization damage bonus with this weapon increases to $2 \times$ your level. At 11th level, while you have at least two hands free, your swarm strike gains the reach special property. At 15th level, the range increment of your thrown swarm strike increases to 40 feet, and it increases to 60 feet at 19th level. You can use this ability only while your sheath array is active.

• Versatile Nanites (Ex)

You have learned to direct your nanites in assisting you with difficult tasks such as identifying damage, stitching wounds, reshaping your features, or further tuning your reflexes. Choose two of the following skills: Bluff, Disguise, Engineering, Medicine, Perception, or Piloting. You add these skills as options to which you can apply your sheath array's insight bonus to skill checks. You can select this knack multiple times, each time selecting different skills.

6th Level

You must be 6th level or higher to choose these nanocyte knacks.

• Enhanced Immunities (Ex)

Your nanites reinforce your body, staving off even grave threats to your health. If you succeed at a Fortitude saving throw against an

effect that has a reduced effect on a successful save, you instead avoid the effect entirely.

• Facial Reconfiguration (Ex)

Your nanites can harmlessly reshape your body in increasingly dramatic ways. While your sheath array is active, you can use the Disguise skill to change your appearance with 1d3 minutes of work; you can use one nanite surge to reduce this to a full action. You reduce one of the check's DC modifiers by an amount equal to half your level (to a minimum of +0), though this reduction applies only to disguises that change your appearance in the following ways: add major features, disguise yourself as a different race of the same creature type, or disguise yourself as a different creature type.

You must have the versatile nanites knack and have selected Disguise as one of the affected skills in order to select this knack.

• Heavy Armor Edge (Ex)

Your nanites allow you to move comfortably while wearing thick gear. You gain proficiency with heavy armor, and you treat the bulk of heavy armor you wear as 1 lower.

• Heavy Weapon Edge (Ex)

You know how to deal damage with big weapons. You gain proficiency with heavy weapons, and you gain weapon specialization in heavy weapons just as if your class granted proficiency. When you gain this knack, you can replace one of your major forms known with that of a heavy weapon. You add your Constitution modifier to your Strength score for the purpose of wielding heavy weapons formed from your gear array without penalty.

• Hungry Nanites (Ex)

Your nanites tear and gnaw on creatures you designate. After a creature takes damage in your nanite cloud or you damage a creature within 30 feet with a weapon formed with your gear array, you can take a reaction to cause the creature to gain the bleeding 1d4 condition (Fortitude negates). The amount of bleed damage increases to 1d6 at 6th level, 1d10 at 10th level, 2d8 at 14th level, and 3d8 at 18th level. While the bleeding creature is within your cloud array, the Medicine DC to stop the bleeding condition increases by an amount equal to half your nanocyte level plus your Constitution modifier. Once used, you can't use this ability again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

• Instant Architect (Ex)

You gain Barricade as a bonus feat. You can use Barricade to create a barrier within your nanite cloud rather than just in an adjacent space.

In addition, as a full action, you can use a nanite surge to shape your nanites into a temporary structure: a ladder up to 30 feet long, a door sealing an opening up to 10 feet square, a 10-foot-radius hemispherical shelter, or a 5-foot wide bridge that spans up to 40 feet. This counts against the number of arrays you can have active. Regardless of the structure's form, it has a number of Hit Points equal to your level, hardness equal to your Constitution modifier, and a break DC of 10.

• Sensory Nanites (Ex)

Nothing that disturbs your nanite cloud escapes your attention. You gain blindsense (vibration) with a range of 5 feet. This blindsense also extends to any area in or adjacent to your cloud array.

10th Level

You must be 10th level or higher to choose these nanocyte knacks.

• Adaptable Weaponry (Ex)

Your nanites capably innovate new features when you manifest nanite weapons. Choose two of the following special weapon properties: block, bright, deflect^{AR}, feint^{AR}, grapple, harrying^{AR}, penetrating, stun, sunder, or trip. Each time you form a weapon using your gear array, you can apply one of the selected special weapon properties to that weapon. You can select this knack multiple times; each time, select two additional special weapon properties and add them to the list of available properties (you can still apply only one at a time).

• Alacritous Form (Ex)

Your nanite sheath increases your land speed by 10 feet. This increases to 15 feet at 14th level and 20 feet at 18th level. Once per day at the beginning of your turn, you can use one nanite surge to gain the benefits of *haste* until the beginning of your next turn.

• All-Seeing Nanites (Ex)

Your nanites' sensors are especially acute. You gain blindsight (vibration) with a range of 5 feet. This blindsight also extends to any area in or adjacent to your nanite cloud.

As a reaction, after you touch a target, strike a target with a weapon formed with your gear array, or are hit by an adjacent creature, you can use a nanite surge to adhere a tiny mass of nanites to that creature or object; a creature can attempt a Reflex save to negate this effect. These nanites resonate with the rest of your nanite array, allowing you to sense the target as though you had blindsight (vibration) with a range of 120 feet. In addition, you can track the target with a base DC of 10 regardless of the surface conditions, and you can use Perception in place of Survival to track the target. The tracking nanites remain active for a number of days equal to your Constitution modifier.

You must have the sensory nanites knack in order to select this knack.

• Biometric Theft (Ex)

Your nanites can modify your features in subtle ways, allowing you to attempt a Disguise check in place of a Computers or Engineering check to defeat biometric locks and similar safeguards. As a reaction when you hit a creature with a melee attack or touch them, you can use a nanite surge to absorb a sample of the target's DNA or other code. You can store a number of samples equal to your Constitution modifier at any time, and each sample remains viable a number of days equal to your Constitution modifier. If you absorb another sample and exceed this maximum, you erase one sample of your choice.

You gain a +5 circumstance bonus on Disguise checks to defeat biometric safeguards keyed to any creature whose sample you have. In addition, you can use the facial reconfiguration knack to take the appearance of any creatures whose samples you have.

This instead grants a +10 circumstance bonus to the Disguise check. In addition, facial reconfiguration reduces the check's DC modifier for this disguise by an amount equal to your nanocyte level (to a minimum of +0), applied to any of the check's modifiers.

• Defensive Doppelganger (Ex)

When you create a cloud array, you can use a nanite surge to cause a portion of your cloud array to form a lifelike replica of you that shadows and mimics your movements, functioning like a single figment image created by *mirror image*. The duplicate exists until it's destroyed or you leave the cloud's area. At 14th level, you create 1d2 images, and at 18th level you create 1d4 images.

• Feasting Nanites (Ex)

Your nanites break down and repurpose your foes' vital fluids to fuel their host. Whenever the target of your hungry nanites takes bleed damage from that ability and is within 30 feet of you, you regain an equal number of Stamina Points. Until you next take a 10-minute rest to recover Stamina Points, you can regain a maximum number of Stamina Points in this way equal to 3 times your nanocyte level.

You must have the hungry nanites knack to select this knack.

• Group Dispersal (Ex)

Your nanites protect your companions as readily as they protect you. You can use your defensive dispersal on any ally you can see who is adjacent to you or within your cloud array. When you use your defensive dispersal on yourself, any adjacent allies also gain the benefits of that ability against the triggering attack or effect. However, only you benefit from any additional knacks or other abilities that provide additional effects when you use defensive dispersal.

• Rapid Reshape (Ex)

Every 1d4 rounds, you can use a nanite surge to form a nanite array as a swift action.

• Thousand Stitches (Ex)

You can use the surgical host knack to perform Medicine checks to treat deadly wounds as a standard action. If you succeed at this check, you restore 2 Hit Points per level or CR of the creature you're treating. If you exceed the DC by 5 or more, you add your Intelligence bonus and Constitution bonus to the amount healed.

You must have the surgical host knack to select this knack.

14th Level

You must be 14th level or higher to choose these nanocyte exploits.

• Charge Vampire (Ex)

When you damage a creature in your nanite cloud or when you damage a creature within 30 feet using a weapon formed with your gear array, you can drain power from the target's technological devices as a reaction. Choose one item in the target's possession that uses charges or select a qualifying item at random. That item loses a number of charges equal to 1d10 plus your Constitution modifier (Fortitude half), and a battery in your possession gains an equal number of charges (to a maximum of the battery's capacity). You can use this ability a number of times per day equal to your Constitution modifier.

• Deconstructor (Ex)

Weapons you form with your gear array and your faculty abilities deal additional damage to constructs, objects, and creatures with the technological subtype equal to your Constitution modifier. In addition, these attacks and abilities ignore an amount of hardness equal to your nanocyte level. This hardness reduction doesn't stack with that of the penetrating weapon property but instead increases the weapon's item level by an amount equal to your Constitution modifier for the purpose of calculating the amount of hardness the weapon ignores.

• Menacing Pall (Ex)

Your cloud array becomes a deadly fog that can strike those within from any angle. While you are adjacent to or within your nanite cloud, you can make melee attacks with weapons formed with your gear array from any square occupied by your nanite cloud. This allows you to gain position-based benefits such as avoiding cover or flanking an enemy. This attack doesn't provide you with any special ability to see targets that you couldn't otherwise perceive. You can't use this ability to perform attacks of opportunity.

18th Level

You must be 18th level or higher to choose these nanocyte exploits.

• Become Legion (Ex)

As a move action, you can use a nanite surge to transform into a nanite fog, during which you can take no actions except those granted to you by this ability. This is a polymorph effect, and it counts against the number of arrays you can have active. While transformed, you are a Gargantuan construct with the swarm subtype, a space of 20 feet, and a reach of 0 feet. You can occupy the same space as other creatures. As a standard action, you can make a swarm attack (1d4 piercing damage per 2 nanocyte levels) and gain swarm defenses (except immunity to single-target mind-affecting effects) and swarm immunities as per the universal creature rules (*Starfinder Alien Archive* 157). These immunities don't end ongoing conditions. When dealing swarm damage to creatures in your space, you can avoid damaging a number of creatures that doesn't exceed your Constitution modifier.

This transformation lasts until the beginning of your next turn, at which point you can attempt a DC 30 Fortitude saving throw. If you succeed, the transformation's duration extends to the beginning of your next turn. If you fail, the transformation ends, and you re-form in any space your swarm body occupied. The DC of this saving throw increases by 2 each time you succeed at the saving throw. If you are reduced to 0 Hit Points, the transformation ends automatically.

You can't use this knack again until after you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

• Omnipresent Form (Ex)

While you are adjacent to or within your cloud array and take a guarded step, you can move a total distance equal to 5 feet plus 5 × half your Constitution modifier (rounded down), as long as your movement and destination is also entirely adjacent to or within your nanite cloud. Alternatively, you can use a nanite surge when

taking a guarded step to teleport to any location so long as your starting point and destination are both adjacent to a square that contains your nanite cloud; this movement doesn't provoke attacks of opportunity.

• Omniscient Nanites (Ex)

Nothing escapes the notice of your nanites. Your blindsight (vibration) granted by the all-seeing nanites knack increases its range to 20 feet. This blindsight also extends to any area to which your nanite cloud has line of effect, to a range of 20 feet. Traces of your nanite host can even penetrate solid material, granting you the sense through (blindsight [vibration]) ability, which is blocked by especially dense or thick materials as normal. Finally, when you apply a nanite tracker to a target using the all-seeing nanites knack, you can sense the target as though you had blindsight (vibration) with a range of a number of miles equal to your Constitution modifier.

You must have the all-seeing nanites knack to select this knack.

• Sudden Transformation (Ex)

You can take a reaction to form a nanite array. After using this ability the first time each day, you must use a nanite surge each time you use it again.

MECHS IN STARFINDER

Mechs are immense, anthropomorphic robots that combine armor, agility, and firepower into one devastating package piloted by one or more operators. Although mechs were originally developed as weapons of war and remain popular in many armies, the technology has dispersed to less militant organizations, inspiring models better suited for exploring dangerous environments, performing heavy labor, and more. In *Starfinder*, mechs represent powerful tools for PCs to confront far mightier foes than they could unaided. The PCs might custom build their own mechs, salvage the technology in the field, or pilot mechs provided by powerful patrons.

Mech combat is a flexible system. Mechs use many of the existing rules for *Starfinder*, allowing players to jump into the action quickly—whether they're clashing with other mechs, powerful creatures, or entire squadrons of foes. Building mechs presents a wide array of options, allowing players to customize their mechs' limbs, size, armaments, and more. The system also allows the PCs to pilot one big mech, each create their own mech, or split between several machines in any combination.

Unlike powered armor, which is an extension of the user's body that deflects attacks rather than absorb damage, a mech functions more like a specialized vehicle piloted by one or more operators. Each mech has its own defenses and Hit Points, shielding its operators from harm while they give the mech commands. Mech weapons are in a class of their own, far exceeding in scale any armaments sized for PCs.

Much as with acquiring a starship and including starship combat in adventures, acquiring mechs does not typically cost the PCs credits, and *Starfinder* campaigns can thrive with any amount of mech combat, from mech encounters every session to no mech combat whatsoever. The exact prevalence of mech encounters depends on the campaign and is ultimately up to the GM to decide; in a typical campaign, mechs are not available for sale. By their nature, mechs provide a significant power advantage that make many otherwise challenging encounters trivial, so GMs can best include mechs in the game purposefully—as a way to overcome otherwise impossible odds or insurmountable foes, for example—rather than to trivialize challenges the PCs face.

DESIGNING MECH ENCOUNTERS

Mech combat is designed to function on the same scale and with the same overarching rules as most other *Starfinder* combats, using the same square-grid maps, means of resolving attacks, and more. As a result, designing encounters with and for mechs is not substantially different than designing for encounters with smaller participants. Take the following into account when designing encounters for mechs.

CR: Mechs are powerful. PCs that are operating mechs appropriate for their level have an Average Party Level 3 levels higher than normal. This allows them to overcome stronger threats as a result, with a few considerations. First, mechs with multiple operators are typically highly maneuverable, capable of moving and attacking easily. This makes slow-moving foes with limited ranged options far less threatening, for PC mechs can often run circles around them. When presenting a small number of foes, either favor maneuverable or long-range combatants, or consider providing terrain or objectives that encourage the PCs to engage the enemy directly.

Second, many mech weapons excel at attacking multiple targets at once, so while mechs can comfortably fight one powerful foe, they excel at fending off large numbers of lesser foes. Enemies whose CR are lower than the mech's tier rarely pose a significant threat to that mech except in large groups. However, using a few mechs to defeat a small army—or a large foe with numerous minions—can be very gratifying.

Experience: Even though the PCs overcome much more powerful threats, mech encounters should provide a similar amount of experience to other encounters for the PCs' level. Combat encounters the PCs overcome while using mechs typically grant experience points as though the CR of each foe and other challenge were 3 lower than usual. Do not reduce the experience points earned from challenges that aren't substantially affected by the PCs' access to mechs, such as story awards for performing heists or overcoming encounters peacefully.

Space: Mechs are big. Huge mechs might be able to navigate some conventional adventure spaces, but Gargantuan and Colossal mechs require a large area to maneuver and fight effectively. When creating mech encounters, aim to provide each mech at least four times as much area to maneuver in than the mech occupies, and make sure any paths, halls, or other passageways are large enough to accommodate the combatants. Alternatively, if the goal is to create an encounter where the mech struggles to maneuver or engage foes due in part to restrictive terrain, consider treating the encounter's Challenge Rating as at least 1 lower. An encounter in which the PCs fight an immense foe by exploiting constricting terrain can be a fun encounter!

CREATING NPC MECHS

As a GM, you can create mech combatants to challenge the PCs using the rules in the Building a Mech section on pages 15–25. When doing so, calculate a mech's challenge rating by adding 2 to its CR if it has one operator, 3 to the CR if it has 2–3 operators, and 4 to the CR if it has 4 or more operators. Be aware that mechs designed in this way have statistics best suited for PCs, and as a result such mechs have fewer Hit Points, stronger defenses, lower attack bonuses, and slightly lower damage per attack than a creature of comparable CR.

As a recommended alternative, use the following rules to create NPC mechs that are both quicker to design and better designed for use as antagonists. These rules borrow many of the modifiers, values, and design recommendations from Appendix 1 of *Starfinder Alien Archive*, especially the Everything Is Optional sidebar on page 127. If you want a mech that feels faster, hardier, or more deadly, adjust the numbers slightly for a few statistics, and consider reducing a few other statistics to compensate.

Challenge Rating: Select the mech's CR. Remember that PCs in their own mechs are much stronger, and an enemy mech's CR must be approximately 3 higher than normal to provide an equivalent challenge.

Operators: Because a mech's number of actions depends on its number of operators, an NPC mech's statistics depend on its number of operators; a larger number of operators results in the mech having lower bonuses to compensate. Use the instructions below for a mech with 1 operator. For a mech with 2–3 operators, treat the mech's CR as 2 lower for the purpose of calculating its attack bonuses. For a mech

with 4–6 operators, treat the mech's CR as 3 lower for the purpose of calculating its attack bonuses.

Statistics: Follow the instructions for building a creature, using the EAC, KAC, saving throw bonuses, attack bonuses, and ability DCs for a creature of the chosen CR. Use the skill bonuses for a creature whose CR is 3 lower than the mech's CR. NPC mechs use the combatant array (*Alien Archive* 129–130).

Hit Points and Shield Points: Use the listed number of Hit Points for a creature whose CR is 2 lower than your mech's CR. Give the mech a number of Shield Points equal to one-fifth the mech's Hit Point total. Each turn, the mech regains a number of missing Shield Points equal to its CR.

Weapons and Damage: Rather than use the damage listed in the combatant array, give the mech several mech weapons (pages 20–24) whose levels are each 3 lower than the mech's CR (minimum 1). A typical mech should have weapons whose combined Mech Point cost per level is approximately 9, providing it about three weapons. Use the weapons'

level and type to determine their base damage dice, per Table 2–3: Weapon Damage on page 20. For ranged weapons, add the mech's CR – 3 (minimum 0) as a damage modifier. For melee weapons, add an additional damage modifier of 5, representing the mech's extraordinary strength.

Hardness: The mech has a hardness value equal to half its CR, rounded down.

Speed: A typical mech has a speed of 40 feet. Optionally, increase the mech's speed by up to 40 feet, give the mech a fly speed of 60 feet (average maneuverability), or a swim speed of 60 feet.

Power Points: A typical mech begins an encounter with 3 Power Points (page 13), regains 1 PP per turn, and can store a maximum of 5 PP.

Auxiliary Systems: The mech can select up to 4 auxiliary systems. Depending on the role the mech plays in the encounter, it might not need all of these systems. In general, limit the mech to one auxiliary system that is restricted to a particular mech frame, such as a cloaker or teleporter.

MECH COMBAT

In most ways, mech combat follows the same rules as tactical combat: mechs take multiple actions each round to move, attack, and activate abilities. See Chapter 8 of the *Starfinder Core Rulebook* for tactical combat rules.

The biggest differences in mech combat are size and action economy. Mechs are immense, and they are able to control large spaces, travel quickly, and even affect areas with their attacks. Mech control systems also allow multiple operators to act in concert, enabling many mechs to perform a host of actions on their turns.

SCALE

Mechs are designed to function seamlessly on the same battle maps made up of 5-foot-by-5-foot squares commonly used for Starfinder tactical combat. However, for mech encounters over larger areas or against larger foes, it also works well to treat each square as a 10-foot-by-10-foot area. Most mech size and distance values are divisible by 10; in rare cases where a range or size value is divisible by 5 but not by 10, round the value down to the nearest value divisible by 10. Thus, a Huge mech that would occupy a 15-foot-by-15-foot space would occupy a single square using a 10-foot scale, and a Huge mech's reach would be 10 feet (one square) rather than 15 feet.

MECH OPERATORS

Each mech can accommodate one or more operators who share control over the mech's movement, armaments, and other systems. Operators share a pool of actions and work together to control their machine (see Mech Actions below). Each mech requires a minimum number of operators to function and has a maximum number of operators it can accommodate.

A character can board an allied or unattended mech in an adjacent space as a full action, becoming one of that mech's operators. An operator can disembark a mech as a full action, emerging in any empty space adjacent to the mech. At the GM's discretion, an unattended mech can require an operator to succeed at a Computers

check to hack it in order to initially gain control of that mech (DC = 20 + 1-1/2 the mech's tier).

A mech blocks line of effect to and from its operators. If a mech is destroyed (see Taking Damage on page 14), additional damage dealt to the mech is instead dealt to a random operator inside; that operator can attempt a DC 20 Reflex save to take half damage.

MECH ACTIONS

A mech's available actions per turn depend on the number of operators currently controlling it. While at least one operator is controlling it, a mech can take one move action per turn and one reaction per round.

Operators can take a full action to pilot a mech, granting it an additional move action or standard action that turn (maximum six additional actions per turn). A mech can perform a full action either in place of a standard and move action or in place of two standard actions. Regardless of its total number of actions, a mech can't use more than two actions to move each turn, and it can't activate any one mech component (such as a weapon or auxiliary system; see pages 20–24) more than once per round unless otherwise noted.

For example, if a mech has four operators and each takes a full action to grant the mech actions, the mech can take up to four standard actions and one move action. The mech could use these actions to move its speed and attack once each with four different weapons. Alternatively, the mech could move its speed twice, attack once with one weapon, and make a full attack with another weapon. There are many other options available, depending on the mech's available systems.

Skills: A mech with at least one operator can take the appropriate action, if any, to attempt Acrobatics, Athletics, and Perception skill checks, as well as Intimidate checks to demoralize. Some frames and auxiliary systems allow mechs to use additional skills. See below for calculating a mech's skill modifiers.

Guarded Step: When using the guarded step action, a mech can move up to 10 feet without provoking an attack of opportunity.

Calculating Statistics and Modifiers

A mech's actions represent a combination of its operators' skill and its own sophisticated machinery, and the modifiers a mech uses when performing actions reflects this union. When an operator grants a mech an action, the mech uses that operator's relevant bonus or skill ranks to help calculate the mech's total modifier. If more than one operator contributes to the same action—such as two operators working together to grant their mech a full action—the mech uses the higher of the two operators' statistics when calculating its modifier.

Common modifiers and text describing how to calculate them can be found below.

Mech Attacks: A mech's attack roll is calculated using the following formula. A mech's melee attack modifier and ranged attack modifier can differ depending on the components used to build the mech.

Mech Attack = 1d20 + 8 + 1/5 the mech's tier + bonuses from upper limb components (upper limb weapons only) + the operator's base attack bonus or the operator's ranks in the Piloting skill + bonuses from the weapon + range penalty

Strength Modifier: A mech doesn't have ability scores. It does, however, have an effective Strength score used for calculating its melee damage modifiers and resolving Strength checks to break objects. A mech's Strength modifier is based on its frame and upper-limb component. In addition, a mech's Strength modifier increases by 1 at tier 4 and by an additional 1 for every 3 tiers thereafter.

Damage Modifiers: A mech adds its tier to all weapon damage rolls. A mech adds its Strength modifier to its melee damage rolls.

Armor Class: A mech's EAC and KAC are each calculated using the same formula, though the modifiers applied may differ depending on the mech's components.

Armor Class = 13 + (1-1/4 the mech's tier) + bonus from frame + bonus from upper limbs + bonus from lower limbs

Initiative Modifier: A mech's initiative modifier equals the lowest initiative modifier among its operators (minimum +0). A mech's minimum initiative modifier increases by 1 at tier 5 and every 5 levels thereafter.

Saving Throw Modifiers: A mech's base saving throw modifiers equal 2 + 3/4 the mech's tier. Various mech components such as its frame, lower limbs, and upper limbs can increase these modifiers.

Skill Modifiers: A mech's skill check modifier equals 5 + half its tier; for Athletics checks, also add the mech's Strength modifier. When an operator grants their mech an action and the mech performs a skill check as part of that action, the mech can use the operator's ranks in that skill in place of half the mech's tier to determine its modifier. When performing a Strength- or Dexterity-based skill check, a mech can instead use its operator's ranks in Piloting to determine the mech's skill modifier.

Power Points

Each mech's power core provides it ample energy to move and fight while also generating excess power—measured in Power Points (PP)—that the mech can exploit to supercharge its systems. A mech's power core determines how many PP it begins each encounter with, how many it can store at a time, and how many it generates at the end of

each turn. Many auxiliary systems, weapons, and other components have special abilities that require expending PP to function.

In addition, there are several Power Point abilities available to all mechs that can be used without spending actions. None of these abilities can be applied to the same check more than once.

Aim (1 PP): Before attempting an attack roll, the mech can activate this ability to roll 1d4 and add the result as an insight bonus to the attack roll.

Devastating Hit (3 PP): After hitting a creature with an attack, but before dealing damage, the mech increases its weapon's damage value by one step against that creature (e.g. medium damage instead deals high damage). A weapon that already deals extreme damage instead adds 1 additional damage for every damage die rolled for the attack. This ability can't be used for weapons that attack an intersection rather than a creature, such as weapons with the explode weapon special property.

Maneuver (1 PP): Choose one skill. Until the beginning of the mech's next turn, operators add any insight bonus they have that applies to that skill to the mech's checks with that skill.

Replenish (2 PP): Activate this ability when regaining Shield Points. The number of SP the mech recovers increases by 1d8. This increases by an additional 1d8 at tier 5 and every 5 tiers thereafter.

Resist (1 PP): Before attempting a saving throw the mech can activate this ability to roll 1d4 and add the result as a resistance bonus to the saving throw.

Special Mech Actions

In addition to the actions detailed in Chapter 8 of the *Core Rulebook*, mechs can perform the following special actions.

Called Shot (Standard Action): The mech expends either 1 PP or 3 PP and makes an attack against a single mech. If the attack's damage causes system damage, the operator can choose which component takes system damage, except the power core or helm; if the mech expended 3 PP, the operator can select any component to take the system damage.

Hurl (Full Action): The mech grabs a nearby object and throws it as a ranged attack with a range increment of 30 feet. The object can be at largest two size categories smaller than the mech. For an object of the maximum size or next smallest size, the attack deals medium damage to the thrown object and the target as if it were a weapon whose level equals the mech's tier. For any smaller object, the weapon deals light damage instead.

The mech can use this ability to grab and throw a creature or moving vehicle within reach, but to do so the mech must also succeed at a grapple combat maneuver against the creature to be thrown. If the combat maneuver fails, the hurl action fails, but the mech gains a move action (effectively wasting a standard action).

Scan (Move Action): The mech uses its sensor array to study one creature or object it is observing with a precise sense. Against a creature, this functions as a check to identify a creature, using the mech's Computers bonus in place of the skill typically used to identify creatures of that type. If the check succeeds, the mech also gains a +1 insight bonus to the next attack it makes against that creature before the end of its next turn.

If the mech scans an object (including a vehicle or mech), the mech attempts a Computers check; against an unattended object, the DC is 10, and against a wielded or piloted object, the DC equals 10 plus the

target's tier or item level. If it succeeds, the mech identifies two of the following pieces of information about the object (operator's choice): its hardness, its maximum Hit Points, its resistances (if any), its EAC, its KAC, its number of passengers or operators, its Strength DC to break, its speed, its full speed (vehicle only), its systems or auxiliary systems, or its weapons. For every 5 by which the Computers check exceeds the DC, the mech identifies one additional piece of information.

Repeated scans reveal little information unless the mech expends additional energy. Each additional attempt to scan a target requires the mech expend 1 PP for each previous time the mech's attempted to scan that target within the last hour.

TAKING DAMAGE

Mechs typically have a combination of Hit Points (HP) and Shield Points (SP) that collectively represent how much damage a mech can sustain before taking penalties or ceasing to function altogether. When a mech takes damage, the damage is first applied to its Shield Points. If its SP are reduced to 0, its shields become inactive until the beginning of the mech's next turn; for any excess damage, reduce the damage by the mech's hardness (if any), and apply all remaining damage to the mech's Hit Points.

At the start of its turn, a mech regains a number of Shield Points equal to its tier, though its total can't exceed the mech's maximum Shield Points.

If a mech is reduced to 0 Hit Points, it is wrecked. A wrecked mech can't perform actions, including sustaining its altitude or depth if airborne or underwater; such mechs typically fall or sink, taking damage as normal. A wrecked mech's operators aren't necessarily in danger, though a mech wrecked in a precarious location could be perilous. A wrecked mech can be repaired (see Repairing Damage below).

If a mech ever takes damage that exceeds twice its Hit Points, it is destroyed and can't be repaired.

System Failure

As a mech takes damage, its various components can malfunction or become outright inoperable. Whenever a mech takes enough damage to be reduced to two-thirds its remaining Hit Points, and again when it takes enough damage to be reduced to one-third its remaining Hit Points, it experiences system failure. To determine which component is affected, roll 1d20 and consult the table below.

If the component doesn't currently have a system failure, it gains the malfunctioning condition. If the component already has the malfunctioning condition, it gains the inoperable condition. These conditions are explained below.

Overcoming System Failure: Although system damage is devastating, a mech can temporarily overcome these setbacks. At the beginning of its turn, a mech can either spend 2 PP to ignore the malfunctioning condition for any one component or spend 4 PP to treat one component's inoperable condition as malfunctioning.

| D20 | COMPONENT |
|-------|------------------|
| 1-5 | Upper Limb |
| 6-10 | Lower Limb |
| 11-13 | Frame |
| 14-16 | Auxiliary System |
| 17-18 | Power Core |
| 19-20 | Helm |

Upper Limb: A mech with malfunctioning upper limbs takes a -2 penalty to attack rolls with weapons mounted in upper-limb slots, as well as to any combat maneuvers that don't use a mech weapon. A mech with inoperable upper limbs can't use weapons mounted in upper-limb slots.

Lower Limb: A mech with malfunctioning lower limbs halves movement speeds not provided by an auxiliary system, and the mech takes a -2 penalty to attack rolls with weapons mounted in lower limb slots. If the lower limbs become inoperable, these speeds are reduced to 0; if the mech is hovering or flying using any of these speeds, it begins falling. A mech with inoperable lower limbs can't use weapons mounted in its lower-limb slots.

Frame: A mech with a malfunctioning frame takes a -2 penalty to attack rolls with weapons mounted in frame slots, and the mech halves its hardness, if any. A mech with an inoperable frame can't use weapons mounted in frame slots, and the mech's hardness is reduced to 0.

Auxiliary System: Whenever a mech with malfunctioning auxiliary systems attempts to activate an auxiliary system, there is a 25% chance that the auxiliary system does not function and can't be used until the beginning of the mech's next turn; any action and PP used to activate the auxiliary system are wasted. Any auxiliary systems that provide a constant benefit have a 25% chance of not functioning for 1 round at the beginning of each turn.

Auxiliary systems with the inoperable condition behave as though they had the malfunctioning condition, with two exceptions. First, the chance of failure increases to 50%. Second, upon gaining the inoperable condition, select one auxiliary system at random; that auxiliary system ceases to function.

Power Core: The rate at which a mech with a malfunctioning power core regains lost Shield Points and Power Points is halved. The rate at which a mech with an inoperable power core regains lost Shield Points and Power Points is reduced to 0. When a mech's power core first gains the malfunctioning condition and again when it gains the inoperable condition, the mech loses 1d4 PP.

Helm: The helm represents the cockpit or control center where the operators reside, and the helm's system failure doesn't directly impede the mech but instead threatens one or more operators. When the helm gains the malfunctioning condition, half of the operators (rounded up) take bludgeoning damage equal to 1d8 damage times the mech's tier; they can attempt a Reflex saving throw to halve the damage (DC = 15 + half the mech's tier). When the helm gains the inoperable condition, each of the operators takes the bludgeoning damage above (Reflex half). In addition, the operators' controls become unreliable; the first time each turn that an operator uses a full action to pilot the mech, there is a 50% chance that the mech does not gain an action.

Either effect lasts until the beginning of the mech's next turn.

Repairing Damage

When a mech combat encounter is over, its operators can repair damage dealt to their mech, provided it hasn't been destroyed or lost. Performing repairs requires stopping the mech, disembarking, and working on the mech's exterior. Any number of allies can use the aid another action to assist with the Engineering checks involved in repairing a mech.

You can remove system failure conditions from a component by spending 10 minutes working on the mech and succeeding at an Engineering check. The DC depends on the severity of the condition: DC 20 for malfunctioning and DC 25 for inoperable. If you succeed, you

remove that component's system failure condition, and the component can function as normal.

Restoring lost Hit Points is fairly difficult and resource intensive. You can restore a number of Hit Points equal to twice the mech's tier by spending 1 hour performing repairs, succeeding at an Engineering check (DC = 10 + 1-1/2 times the mech's tier), and expending 10 UPBs per point of damage to be repaired. If you exceed the check's DC by 5 or

more, you can reduce the repair time by half or the UPB cost by half. If you exceed the check's DC by 10 or more, you instead reduce the time and cost by half. If you fail the check by 4 or less, you choose either to make no progress or to increase the UPB cost per Hit Point by 5 for that hour's repairs. If you fail by 5 or more, you make no progress.

Shield Points regenerate out of combat automatically at a rate of 2 per hour.

BUILDING A MECH

In some campaigns or scenarios, PCs may have the opportunity to build customized mechs. This section provides the information needed to do so.

No matter the mech's size, each is created using the same process, which involves purchasing features like frames, limbs, and armaments that modify the mech's base statistics, provide new actions, or augment the mech's functions. The result can be an agile skirmisher, an armor-plated quadruped brimming with missiles, an all-terrain explorer, or many other things.

Step 1: Conceptualize. Start by deciding what kind of mech you are designing, with a general idea of its purpose and required crew size.

Step 2: Calculate and assign Mech Points. As a group, your party gains a number of Mech Points (MP) with which to create one or more mechs, with each PC contributing a number of points to the pool based on their level (see Table 2-1: Mech Points). The group can then split these MP between one or more mechs, allowing them to create a single-pilot mech for each PC, one powerful mech for the whole party, or a combination of mechs in between—even assigning more points to one mech than another. The only limit is that no one mech can have more than three times the MP of any other mech in the group.

A mech's tier represents its overall power and impacts its base statistics and access to certain gear. When building one or more mechs, a group of PCs determines the tier of those mechs using the following restrictions: the tier is based on the number of MP assigned to the mech, even if the mech doesn't spend all of those points, and the mech's tier can't exceed the Average Party Level (APL) by more than 1.

For example, a group of five PCs, two of them 5th level, and three 4th level, would have a total of 330 MP and an APL of 4.4. They could create one mech with 330 MP, and although its tier would only be 5, it would have lots of features. They could instead assign at least 100 MP to each of three mechs to create a trio of tier 5 mechs. Alternatively, they might assign 70 points to three mechs (creating tier 3 mechs) and the remaining 120 MP to a fourth, stronger tier 5 mech.

At the GM's discretion, the mechs the PCs use might be more or less powerful than these firm guidelines allow.

Step 3: Select a frame. Each mech includes a frame, a reinforced torso that houses its power core, operators, and most other systems. The frame determines the mech's size and crew compliment, and it affects the mech's Hit Points, weapon slots, auxiliary system slots, speed, EAC, KAC, and hardness. Each frame costs a number of Mech Points based on the mech's level; see Frame on page 16 for more information.

Step 4: Select limbs. Each mech includes a set of upper limbs and lower limbs. Unless your mech has a special ability that allows it to install an exceptional number of limbs, each mech includes only one set of upper limbs and one set of lower limbs, and each set can affect the mech's Hit Points, speed, weapon slots, attack modifiers,

TABLE 2-1: MECH POINTS

| PC LEVEL | MP PER PC | MINIMUM MECH MP |
|----------|-----------|-----------------|
| 1 | 15 | 20 |
| 2 | 30 | 40 |
| 3 | 45 | 60 |
| 4 | 60 | 80 |
| 5 | 75 | 100 |
| 6 | 90 | 120 |
| 7 | 105 | 140 |
| 8 | 120 | 160 |
| 9 | 135 | 180 |
| 10 | 150 | 200 |
| 11 | 165 | 220 |
| 12 | 180 | 240 |
| 13 | 195 | 260 |
| 14 | 210 | 280 |
| 15 | 225 | 300 |
| 16 | 240 | 320 |
| 17 | 255 | 340 |
| 18 | 270 | 360 |
| 19 | 285 | 380 |
| 20 | 300 | 400 |

EAC, and KAC; see Upper Limbs and Lower Limbs on page 18 for more information.

Step 5: Select a power core. A mech's power core determines how much excess power it can store and generate, measured in Power Points (PP), which allows the mech to perform exceptional actions; see Power Core on page 19 for more information.

Step 6: Select weapons. Purchase one or more weapons for your mech. A weapon's damage and MP cost are based on the weapon's level, plus each weapon gains a simple template based on its type that can affect its damage, range, and special abilities. Your mech must either mount or hold any weapons in its available weapon slots.

Step 7: Select auxiliary systems. Each mech has several slots to accommodate auxiliary systems, which provide additional capabilities. These systems do not cost additional MP.

Step 8: Invest in enhancements. If you have leftover Mech Points, you can spend them on miscellaneous upgrades such as purchasing additional HP or upgrading the mech's speed (see Mech Upgrades on page 25).

Step 9: Add details. Finally, once you've made all these choices, give your mech a name, determine its relevant statistics (such as its KAC and attack bonuses) by adding up any modifiers from the mech's components, and add any other details (such as quirks, physical description, and so on).

MECH BASIC STATISTICS

Mechs are specialized objects that straddle the line between autonomous constructs and complex vehicles. For the purpose of resolving effects, treat a mech as a vehicle, though use mechs' different rules for movement, operation, and damage detailed in the Mech Combat section starting on page 12. A mech has Hit Points, EAC, KAC, and saving throws, and the mech's powerful frame blocks line of effect to the operators piloting it from inside. Mechs all have the following features.

Bonuses: Mech components like frames, lower limbs, and upper limbs can affect a mech's Armor Class, saving throw bonuses, speed, attack modifier, and more. These bonuses are cumulative. Additional information about calculating a mech's statistics and modifiers appears in the Mech Combat section on page 12.

Carrying Capacity: A mech can easily carry any of its equipment, operators, cargo hold contents, and small loads without tracking carrying capacity. If calculating a mech's capacity is important for other loads, a mech becomes encumbered when carrying an amount of bulk equal to or greater than 20 times its Strength modifier and is overburdened when carrying an amount of bulk equal to or greater than 40 times its Strength modifier.

Computer: A mech houses a personal comm unit as well as a tier 1 computer whose principle role is coordinating the mech's movements and systems. The computer's tier increases by 1 at tier 4 and every 4 tiers thereafter. The superior computer upgrade (page 25) can enhance the computer's performance.

Hardness: Most mechs have a hardness value, reducing incoming damage they take. A mech's frame determines the mech's hardness, and the hardness increases by 1 at tier 2 and every two tiers thereafter.

Hit Points: A mech's Hit Point total is a combination of two factors—its base HP and its HP Advancement. Each mech gains Hit Points equal to its Base HP value, granted by its frame. At tier 1 and every tier thereafter, a mech gains additional Hit Points equal to its HP Advancement multiplied by its tier. A mech's HP Advancement is based on its frame, lower limbs, and upper limbs.

Immunities: Mechs are immune to ability damage, ability drain, bleed, death effects, disease, energy drain, exhaustion, fatigue, mind-affecting effects, necromancy effects, negative levels, nonlethal damage, paralysis, sleep, and stunning. They are also immune to any effect that requires a Fortitude save unless that effect works on objects or is harmless.

Reach: A Huge mech's melee reach is 15 feet. A Gargantuan mech's melee reach is 20 feet. A Colossal mech's melee reach is 30 feet.

Senses: Each mech has an array of special senses, and operators gain the benefits of these senses while piloting the mech. Certain auxiliary systems and other components can strengthen these senses or expand the mech's array of senses. If a mech gains conditions that impede its senses, its operators also gain that condition while they are inside the mech.

A mech has low-light vision as well as darkvision with a range of 120 feet. Mechs also have blindsense (vibration) with a range of 30 feet, and as a standard action, the mech can detect anything in a 60-foot cone using blindsense (vibration) until the mech moves or until the beginning of the mech's next turn, whichever occurs first.

Shield Points: Mechs project personal force shields that dampen incoming damage, represented by Shield Points (SP), which function in many ways like temporary Hit Points (see Taking Damage on page 14

for more information). A mech has 3 SP, plus an additional number of SP equal to $2 \times$ its tier.

Slots: Each mech has a number of slots that represent places where the mech can mount projectiles, hold weapons, or install miscellaneous features. A mech can't equip more weapons or auxiliary systems than it has corresponding slots. Frames grant frame slots for mounting weapons as well as auxiliary slots that can each house one auxiliary system. Lower limbs sometimes grant a lower limb slot for a weapon, and upper limbs grant several slots for a mech to carry weapons.

FRAME

A mech's armored torso, head, and core systems comprise its frame, which determines the mech's size and number of operators. The frame also affects many of the mech's core statistics and might provide additional uses for Power Points. Each frame's cost is based on the mech's tier. The base frames that follow are organized by category.

Operators: This is the number of operators a mech can accommodate. A mech can't function normally unless it has at least the minimum number of operators required, and a mech can't accommodate more operators than this range's maximum value.

Amphibious Frames

Amphibious frames are slightly slower yet can swiftly navigate difficult terrain and flooded areas.

BOGRIPPER

Huge mech (amphibious)

Base HP 10; HP Advancement 8; Hardness 0

EAC +2; KAC +4; Fort +2; Ref +0

Base Speed 30 ft., swim 60 ft.; Strength +4

Frame Slots 2; Aux Slots 2

Operators 1-2

Cost $2 \times$ tier

SWAMPSTALKER

Gargantuan mech (amphibious)

Base HP 10; HP Advancement 9; Hardness 1

EAC +2; KAC +3; Fort +2; Ref +0

Base Speed 30 ft., swim 60 ft.; Strength +5

Frame Slots 3; Aux Slots 4

Operators 2-6

Cost $3.5 \times$ tier

SEHELLION

Colossal mech (amphibious)

Base HP 15; HP Advancement 10; Hardness 2

EAC +1; KAC +3; Fort +2; Ref +0

Base Speed 30 ft., swim 60 ft.; Strength +5

Frame Slots 4; Aux Slots 4

Operators 2-6

Cost $4 \times$ tier

Combat Frames

Combat frames are meant for building heavy-hitting, heavily armored bruisers that can dish out and take a lot of battlefield damage.

SKIRMISHER

Huge mech

Base HP 10; HP Advancement 8; Hardness 0**EAC +2; KAC +3; Fort +1; Ref +1****Base Speed 60 ft.; Strength +4****Frame Slots 2; Aux Slots 2****Operators 1-2****Cost 2 × tier****LEGIONNAIRE**

Gargantuan mech

Base HP 10; HP Advancement 9; Hardness 1**EAC +2; KAC +2; Fort +1; Ref +1****Base Speed 60 ft.; Strength +5****Frame Slots 3; Aux Slots 4****Operators 2-6****Cost 3.5 × tier****JUGGERNAUGHT**

Colossal mech

Base HP 10; HP Advancement 10; Hardness 2**EAC +1; KAC +2; Fort +1; Ref +1****Base Speed 40 ft.; Strength +5****Frame Slots 4; Aux Slots 4****Operators 2-6****Cost 4 × tier**

Flight Frames

Although lightly armored, flight frames boast a combination of thrusters and wings that enable a mech to fly for extended periods.

SHARPWING

Huge mech (flight)

Base HP 10; HP Advancement 7; Hardness 0**EAC +2; KAC +2; Fort +0; Ref +1****Base Speed 20 ft., fly 60 ft. (average); Strength +2****Frame Slots 2; Aux Slots 2****Operators 1-2****Cost 2.5 × tier****HEAVENSPIERCER**

Gargantuan mech (flight)

Base HP 10; HP Advancement 8; Hardness 0**EAC +1; KAC +2; Fort +0; Ref +1****Base Speed 20 ft., fly 60 ft. (average); Strength +3****Frame Slots 3; Aux Slots 4****Operators 2-6****Cost 3.5 × tier****DREADNOUGHT**

Colossal mech (flight)

Base HP 10; HP Advancement 9; Hardness 1**EAC +1; KAC +1; Fort +0; Ref +1****Base Speed 20 ft., fly 40 ft. (average); Strength +4****Frame Slots 4; Aux Slots 4****Operators 2-6****Cost 4 × tier**

Phase Frames

Phase frames explode across the battlefield, performing short-range skips with the help of expensive magitech systems.

CHARGER

Huge mech (phase)

Base HP 10; HP Advancement 8; Hardness 0**EAC +2; KAC +2; Fort +0; Ref +1****Base Speed 60 ft.; Strength +3****Frame Slots 2; Aux Slots 3****Operators 1-2****Cost 2.5 × tier****BLINKSTRIKER**

Gargantuan mech (phase)

Base HP 10; HP Advancement 9; Hardness 0**EAC +1; KAC +2; Fort +0; Ref +1****Base Speed 60 ft.; Strength +4****Frame Slots 3; Aux Slots 5****Operators 2-6****Cost 4 × tier****FURYJUMPER**

Colossal mech (phase)

Base HP 10; HP Advancement 10; Hardness 1**EAC +1; KAC +1; Fort +0; Ref +1****Base Speed 40 ft.; Strength +5****Frame Slots 3; Aux Slots 5****Operators 1-2****Cost 4.5 × tier**

Recon Frames

A recon frame allows for fast and stealthy movement, enabling a mech to infiltrate dangerous territory undetected.

SKYSPY

Huge mech (flight, recon)

Base HP 10; HP Advancement 7; Hardness 0**EAC +2; KAC +2; Fort +0; Ref +2****Base Speed 20 ft., fly 80 ft. (average); Strength +2****Frame Slots 1; Aux Slots 3****Operators 1-2****Cost 2.5 × tier****MARSHGHOST**

Huge mech (amphibious, recon)

Base HP 10; HP Advancement 7; Hardness 0**EAC +2; KAC +2; Fort +0; Ref +2****Base Speed 40 ft., swim 80 ft.; Strength +2****Frame Slots 1; Aux Slots 3****Operators 1-2****Cost 2 × tier****PHANTOM**

Huge mech (phase, recon)

Base HP 10; HP Advancement 7; Hardness 0**EAC +2; KAC +2; Fort +0; Ref +2**

Base Speed 80 ft.; **Strength** +2
Frame Slots 1; **Aux Slots** 4
Operators 1-2
Cost 2.5 × tier

Transport Frames

Transport frames trade out some of a mech's traditional armaments and agility for unmatched utility and storage, effectively serving as mobile vaults.

TROOPTANK

Gargantuan mech
Base HP 15; **HP Advancement** 9; **Hardness** 2
EAC +1; **KAC** +2; **Fort** +1; **Ref** +0
Base Speed 60 ft.; **Strength** +3
Weapon Slots 2; **Aux Slots** 5
Operators 2-6
Cost 3 × tier

DROPSHIP

Gargantuan mech
Base HP 15; **HP Advancement** 9; **Hardness** 2
EAC +1; **KAC** +2; **Fort** +1; **Ref** +0
Base Speed 20 ft., fly 60 ft. (average); **Strength** +3
Weapon Slots 2; **Aux Slots** 5
Operators 2-6
Cost 4 × tier

WAVECRASHER

Gargantuan mech
Base HP 15; **HP Advancement** 9; **Hardness** 2
EAC +1; **KAC** +2; **Fort** +1; **Ref** +0
Base Speed 30 ft., swim 60 ft.; **Strength** +3
Weapon Slots 2; **Aux Slots** 5
Operators 2-6
Cost 3 × tier

LOWER LIMBS

A mech's lower limbs typically represent a set of legs, though other forms of locomotion like hover pads and tank treads are regarded as common alternatives. A mech is limited to a single set of lower limbs. Lower limbs modify a variety of the mech's statistics, might grant additional movement options, and might provide additional uses for Power Points.

BIPED, BASIC

These two legs provide basic mobility and little else.
Hit Points +0; **Hit Point Progression** +0
EAC +0; **KAC** +1; **Fort** +0; **Ref** +0
Leg Slots 0; **Speed** +0; **Other Movement** None
Cost 0

BIPED, AGILE

These two legs provide slightly more mobility and protection.
Hit Points +0; **Hit Point Progression** +0
EAC +2; **KAC** +2; **Fort** +0; **Ref** +1
Leg Slots 0; **Speed** +10 ft.; **Other Movement** None
Cost 1.5 × tier

BIPED, FAST

These lean and powerful legs enable sudden bursts of speed.
Hit Points +2; **Hit Point Progression** +0
EAC +1; **KAC** +1; **Fort** +0; **Ref** +1
Leg Slots 0; **Speed** +20 ft.; **Other Movement** None
Sprint (1 PP) The mech gains a +10-foot enhancement bonus to its speed for 1 round.
Cost 1 × tier

BIPED, HEAVY

These heavily-armored legs limit speed but grant extreme durability.
EAC +1; **KAC** +1; **Fort** +1; **Ref** +0
Leg Slots 1; **Speed** +10 ft.; **Other Movement** None
Trample (2 PP) As a full action, the mech uses the trample universal creature ability. This deals low bludgeoning damage as a mech weapon of a level equal to the mech's tier. The Reflex save DC equals 12 + 1/2 the mech's tier.
Cost 2 × tier

HOVERPAD

In place of legs, the mech rides atop a broad anti-gravity array that lets it hover across the ground.
EAC +1; **KAC** +1; **Fort** +0; **Ref** +0
Leg Slots 0; **Speed** +0 ft.; **Other Movement** Fly +10 ft. (perfect, maximum elevation 5 ft.)
Cost 1 × tier

QUADRUPED

The mech has four spider-like legs that provide exceptional stability.
Hit Points +4; **Hit Point Progression** +0
EAC +0; **KAC** +2; **Fort** +1; **Ref** +1
Leg Slots 1; **Speed** +10 ft.; **Other Movement** None
Special The mech gains a +4 bonus to its KAC against bull rush and trip combat maneuvers.
Cost 1.5 × tier

TREADED

The mech rides atop powerful treads rather than legs.
Hit Points +8; **Hit Point Progression** +1
EAC +0; **KAC** +2; **Fort** +1; **Ref** +0
Leg Slots 0; **Speed** +0 ft.; **Other Movement** None
Cost 1.5 × tier

UPPER LIMBS

A mech's upper limbs typically represent a pair of arms, though stranger appendages like mechanical tentacles are possible. Regardless of specific form, your mech's upper limbs use the statistics presented here. A mech is limited to a single set of upper limbs. Upper limbs modify a variety of the mech's statistics and may provide additional uses for Power Points.

For upper limbs whose attack modifiers are marked with an asterisk (*), choose either the melee or ranged attack modifier and increase it by 1 when you purchase the upper limb.

BASIC ARMS

These arms can wield weapons but provide few benefits.
Hit Point Progression +0; **EAC** +1; **KAC** +1
Arm Slots 2; **Melee Attack** +0; **Ranged Attack** +0
Cost 0

ASSAULT ARMS

Built to carry a small arsenal, these arms turn any mech into a one-machine army.

Hit Point Progression +0; **EAC** +1; **KAC** +2

Arm Slots 3; **Melee Attack** +0*; **Ranged Attack** +0*

Dual Strike (1 PP) When making a full attack with two different weapons mounted on your arms, you attack twice with one of those weapons and once with the other weapon. You take a -4 penalty to these attacks.

Cost 1 × tier

POWERFUL ARMS

With reinforced plating joints and pistons, these arms provide legendary strength.

Hit Point Progression +0; **EAC** +1; **KAC** +2

Arm Slots 2; **Melee Attack** +1; **Ranged Attack** +0

Special Increase the mech's Strength modifier by 1.

Cost 1 × tier

PRECISION ARMS

These lightweight arms boast peerless stability and accuracy.

Hit Point Progression +0; **EAC** +1; **KAC** +1

Arm Slots 2; **Melee Attack** +1*; **Ranged Attack** +1*

Cost 1 × tier

TOUGH ARMS

Build like articulated shields, these arms deflect and resist incoming attacks.

Hit Point Progression +1; **EAC** +2; **KAC** +2

Arm Slots 2; **Melee Attack** +0; **Ranged Attack** +0

Cost 1 × tier

POWER CORE

Fueled by a variety of sources, a mech's power core generates all the energy necessary to pilot the mech and operate its major functions. Each power core also generates some excess energy, measured as Power Points, which an operator can expend to enhance their mech's performance and execute extraordinary maneuvers; see Power Points on page 13 for more information. Each power core has a rate, representing the number of Power Points it generates at the end of its turn; a maximum, representing the maximum number of Power Points the power core can store during combat; and an initial value (shown in parentheses), representing the number of Power Points a mech has when it begins an encounter. A mech can use only a single power core.

Optionally, a power core can acquire one template that modifies some of its statistics or provides additional ways to generate or use Power Points.

Cost: A mk 0 power core (dynamo or eternal) is free. Each other power costs a number of MP equal to the power core's mk rating multiplied by the mech's tier. For example, a mk 3 eternal core for a tier 9 mech costs 27 MP.

AEON CORE

Developed by the Azlanti Star Empire, this power core converts magical energy into mechanical force.

Prerequisite Can only be applied to an eternal core.

Rate +0; **Maximum** -1; **Initial** -1

TABLE 2-2: POWER CORES

| POWER CORE | RATE | MAXIMUM (INITIAL) |
|---------------|------|-------------------|
| Dynamo, mk 0 | 2 | 5 (0) |
| Dynamo, mk 1 | 2 | 6 (1) |
| Dynamo, mk 2 | 3 | 7 (1) |
| Dynamo, mk 3 | 3 | 8 (2) |
| Dynamo, mk 4 | 4 | 9 (3) |
| Eternal, mk 0 | 1 | 8 (4) |
| Eternal, mk 1 | 1 | 10 (5) |
| Eternal, mk 2 | 1 | 13 (6) |
| Eternal, mk 3 | 2 | 15 (7) |
| Eternal, mk 4 | 2 | 18 (9) |

Special Once per round, an operator can expend an unused spell slot to grant the mech a number of Power Points equal to half the spell slot's level, rounded down.

Cost 0 MP

BATTLE CORE

Blessed by priests of Damoritosh, this core converts the Conqueror's divine favor into mechanical adrenaline.

Rate -1; **Maximum** +1; **Initial** +0

Special Once per turn when the mech defeats or scores a critical hit against a significant enemy (Core Rulebook page 242; treat the mech's tier as its character level for this purpose), the power core's rate increases by 2 until the beginning of its next turn. If the mech scores a critical hit that defeats a significant enemy, the rate instead increases by 3 until the beginning of its next turn.

Cost 1/2 × tier

CORPSEGAWER CORE

Eoxian engineers pioneered this core, granting the mech an insatiable hunger for souls.

Rate +0; **Maximum** +0; **Initial** +0

Special As a standard action, the mech can draw the residual life energy out of a creature within its reach that died within the past minute. The power core's rate increases by 1 for 1 round for every 4 levels or CR the dead creature possessed. The mech can't draw energy from the same creature more than once, and the creature's CR or level must be at least half the mech's tier (minimum 1). A mech can't increase its rate by more than 1 in this way.

Cost 1/2 × tier

SCRAPPER CORE

This power core's programmed to grant exceptional power when its mech's at greatest risk.

Rate +0; **Maximum** +0; **Initial** +0

Special Whenever the mech gains a system failure condition, the mech gains 1d4 PP. The mech can exceed its PP maximum in this way, but any excess PP not expended by the end of its next turn are lost.

Cost 1 × tier

WEAPONS

A mech is only as formidable as its armaments, and engineers have designed and adapted a wide range of weapons for use by these powerful vehicles. Each weapon combines two factors—the weapon's level and a

template—to determine its statistics and cost in MP. Mech weapons use many of the same rules as standard weapons (*Starfinder Core Rulebook* page 168), including damage types, targeting armor class, damage, range, critical hits, capacity, usage, and weapon special properties.

Mech weapons also use the following key statistics.

Level: This denotes the weapon's relative power. A mech can't use a weapon whose level exceeds the mech's tier by more than 1.

Template: Each weapon uses a template that determines the weapon's basic shape and functions, such as a laser cannon or sword. A template modifies some combination of the weapon's statistics, such as damage, damage type, range, and special weapon properties.

Damage: Each weapon deals low, medium, high, or extreme damage based on the weapon's level when it successfully hits a target. See Table 2-3: Weapon Damage for the damage dealt by weapons of a given level. A mech also adds its tier (rounded down) to the damage dealt by weapons it wields, and a mech adds its Strength modifier to its damage with melee weapons.

Slots: These are the number and types of slots that a mech must devote to equipping and wielding the weapon. Slot types include arm, frame, and leg slots.

Capacity: This is the number of attacks a mech can perform with the weapon before needing to reload as a swift action or move action. Each mech can carry two additional sets of ammunition, unless it has one or more ammo reserve auxiliary systems.

Power Point: Many weapons have a special ability that the mech can only perform by expending one or more Power Points; the number of Power Points used is listed in parentheses.

Cost: This is the cost of the weapon in MP. Each weapon's cost is based on the weapon's level.

Weapon Templates

The following are common weapons used by mechs.

TABLE 2-3: WEAPON DAMAGE

| LEVEL | LOW DAMAGE | MEDIUM DAMAGE | HIGH DAMAGE | EXTREME DAMAGE |
|-------|------------|---------------|-------------|----------------|
| 1 | 1d4 | 1d6 | 1d10 | 1d12 |
| 2 | 1d6 | 1d8 | 2d6 | 2d8 |
| 3 | 2d4 | 2d6 | 2d8 | 2d10 |
| 4 | 2d6 | 2d8 | 2d10 | 2d12 |
| 5 | 3d4 | 3d6 | 3d8 | 3d10 |
| 6 | 3d6 | 3d8 | 3d10 | 3d12 |
| 7 | 5d4 | 4d6 | 4d8 | 4d10 |
| 8 | 6d4 | 5d6 | 4d10 | 4d12 |
| 9 | 7d4 | 4d8 | 5d8 | 5d10 |
| 10 | 8d4 | 6d6 | 5d10 | 5d12 |
| 11 | 9d4 | 6d8 | 6d10 | 6d12 |
| 12 | 10d4 | 9d6 | 7d10 | 7d12 |
| 13 | 11d4 | 10d6 | 8d10 | 8d12 |
| 14 | 12d4 | 9d8 | 9d10 | 9d12 |
| 15 | 10d6 | 10d8 | 10d10 | 10d12 |
| 16 | 11d6 | 11d8 | 11d10 | 11d12 |
| 17 | 12d6 | 12d8 | 12d10 | 12d12 |
| 18 | 13d6 | 13d8 | 13d10 | 13d12 |
| 19 | 14d6 | 14d8 | 14d10 | 14d12 |
| 20 | 15d6 | 15d8 | 15d10 | 15d12 |

ACID DART RIFLE

Streams of potent, sizzling acid fly from the barrel of this fortified gun.

Type ranged; **Range** 150 ft.; **Special** automatic

Damage medium; **Damage Type** A; **Critical** corrode

Slots 1 (frame, upper limb); **Capacity** 10

Cost 3.5 × level

ALLOYED SWORD

This sword is made of the finest adamantine alloy honed to a razor-sharp edge.

Type melee; **Special** analog, penetrating, thrown (20 ft.)

Damage low; **Damage Type** S; **Critical** –

Slots 1 (upper limb)

Cost 2.5 × level

AUTOSPEAR

The pointed head of this solid weapon can shift backward to reveal a flechette cannon.

Type melee or ranged (when engaged only); **Special** reach, thrown (40 ft.)

Damage medium; **Damage Type** P; **Critical** –

Slots 2 (upper limb)

Projectile Mode (1 PP) As a swift action, the mech reconfigures the autospear from a melee weapon into a ranged weapon that fires flechettes. In this form, the autospear loses the reach and thrown weapon special properties, and it gains the line weapon special property, a range of 100 feet, and a capacity of 5. The autospear's other statistics do not change. The mech can reconfigure the autospear back into a melee weapon as a swift action or move action, which expends no additional Power Points.

Cost 2 × level

BATTLE STAFF

This rod of forged steel is an impenetrable defensive tool and can deliver devastating blows.

Type melee; **Special** analog, blocking, reach, trip
Damage low; **Damage Type** B; **Critical** –
Slots 2 (upper limb)
Cost 2 × level

BUZZBLADE

This serrated blade grinds and whirs as it slices through enemy lines.
Type melee; **Special** thrown (20 ft.)
Damage medium; **Damage Type** S; **Critical** bleed
Slots 1 (upper limb, lower limb)
Cleave (2 PP) As a standard action, the mech makes an attack against multiple targets in an area as though the buzzblade had the blast weapon special property. The length of the cone equals the mech's reach with the buzzblade.
Cost 3.5 × level

CHAINWHIP

This whip made of heavy chain links can provide devastating melee attacks or creative tactical options.
Type melee; **Special** analog, integrated, reach, trip
Damage low; **Damage Type** B; **Critical** –
Slots 1 (upper limb)
Cleave (2 PP) As a standard action, the mech makes an attack against multiple targets in an area as though the chainwhip had the blast weapon special property. The length of the cone equals the mech's reach with the chainwhip.
Cost 3 × level

FLAME DOSHKO

This triple-laser-bladed axe can sweep enemies aside or be thrown for devastating damage.
Type melee; **Special** thrown (20 ft.)
Damage medium; **Damage Type** F; **Critical** burn
Slots 2 (upper limb)
Cleave (2 PP) As a standard action, the mech makes an attack against multiple targets in an area as though the flame doshko had the blast weapon special property. The length of the cone equals the mech's reach with the flame doshko.
Cost 2.5 × level

FLAMETHROWER

This rotating nozzle spews gouts of bone-melting flame from a fuel pack installed deep inside a mech. Each time the mech makes an attack with the flamethrower, the weapon gains either the line weapon special property and a range of 100 feet or it gains the blast weapon special property and a range of 60 feet.
Type ranged; **Range** 60 ft.; **Special** ignite
Damage high; **Damage Type** F; **Critical** burn
Slots 1 (upper limb); **Capacity** 5
Cost 4.5 × level

FROST RIFLE

This sleek longarm delivers concentrated, laserlike blasts of subzero ice.
Type ranged; **Range** 150 ft.; **Special** automatic
Damage high; **Damage Type** C; **Critical** staggered
Slots 1 (frame, upper limb); **Capacity** 10
Cost 4 × level

MECH WEAPON ABILITIES

Mechs primarily use the critical hit effects and weapon special properties of standard weapons with the following exceptions.

Bleed (critical): To calculate a mech weapon's bleed damage, halve its number of damage dice (rounded down, minimum 1d4 damage).

Burn (critical): See bleed above.

Corrode (critical): See bleed above.

Reach (property): A weapon with this property extends the mech's reach by 5 feet when attacking with it. Gargantuan and Colossal mechs instead increase the mech's reach with the weapon by 10 feet.

Severe Wound and Wound (critical): Against a mech, the wound critical hit effect inflicts system failure (page 14) unless the target succeeds at a Fortitude save (DC = 15 + 1/2 the mech's tier). For the severe wound critical hit effect, roll twice on the table and choose the desired result.

FROSTSPEAR

Icy waves drift from this wicked weapon, which can be thrown or jabbed at enemies.
Type melee; **Special** reach, thrown (40 ft.)
Damage low; **Damage Type** C&P; **Critical** staggered
Slots 2 (upper limb)
Cold Snap (2 PP) As a standard action, the mech makes an attack against multiple targets in an area as though the frostspear had the line weapon special property. The length of the line equals the twice the mech's reach with the frostspear.
Cost 2.5 × level

GATLING GUN

This rotating deliverer of death sports a half-dozen long barrels that fire high caliber rounds faster than the eye can see.
Type ranged; **Range** 120 ft.; **Special** automatic
Damage high; **Damage Type** P; **Critical** –
Slots 1 (frame, upper limb); **Capacity** 10
Cost 3 × level

GRENADE LAUNCHER

This pressurized cannon fires grenades over vast distances.
Type ranged; **Range** 120 ft.; **Special** –
Damage varies; **Damage Type** varies; **Critical** –
Slots 1 (frame); **Capacity** 3
Special A grenade launcher doesn't deal damage based on its level. Instead, its damage and effects are based on the grenades it fires. When resupplying ammunition, the grenade launcher selects any combination of grenades whose levels do not exceed that of the grenade launcher + 2. Each time a mech reloads its grenade launcher, it loads any combination of 3 grenades it currently has available. For example, a mech with an 8th-level grenade launcher could carry five mk 3 frag grenades (level 8) and four mk 2 cryo grenades (level 10), loading any combination of three grenades each time it reloads.
Cost 2.5 × level

HAMMERFIST

This block of thrice-forged adamantine with serrated edges can be affixed to the ends of a mech's limbs and used to pummel enemies.

Type melee **Special** analog, integrated, penetrating
Damage low; **Damage Type** B; **Critical** –
Slots 1 (upper limb or lower limb)
Cost 2 × level

LASER RIFLE

This sleek longarm fires lasers at enemies in terrifying barrages.

Type ranged; **Range** 250 ft.; **Special** automatic
Damage medium; **Damage Type** F; **Critical** burn
Slots 1 (frame); **Capacity** 20
Cost 3.5 × level

MISSILE BATTERY

This array of micro-missiles fires in devastating salvos.

Type ranged; **Range** 200 ft.; **Special** –
Damage low; **Damage Type** F&P; **Critical** –
Slots 1 (frame); **Capacity** 12

Volley When making a full attack entirely with the missile battery, the mech can fire two, three, or four missiles. It takes a –3 penalty to the attacks if it fires two missiles, a –4 penalty if it fires three missiles, or a –5 penalty if it fires four missiles.

Cost 2.5 × level

PLASMA RIFLE

This sleek longarm delivers crackling, flaming death at a high rate of fire.

Type ranged; **Range** 100 ft.; **Special** line
Damage high; **Damage Type** E&F; **Critical** wound
Slots 1 (frame, upper limb); **Capacity** 10
Cost 4 × level

PLASMA SWORD

This sword blazes with fiery, crackling energy designed to singe cleanly through targets.

Type melee; **Special** thrown (20 ft.)
Damage high; **Damage Type** E&F; **Critical** severe wound
Slots 1 (upper limb)
Cost 3.5 × level

ROCKET LAUNCHER

This weapon fires individual missiles that can crack the toughest armor or devastate small areas.

Type ranged; **Range** 150 ft.; **Special** explode (10 ft.), unwieldy
Damage high; **Damage Type** F&P; **Critical** –
Slots 1 (frame, upper limb); **Capacity** 2
Siege Mode (3 PP) As a full action, the mech reconfigures its body and ordinance into a siege configuration, providing the stability and power necessary to bombard distant targets. While so configured, the mech can't fly, and its other movement speeds are reduced to 10 feet. The rocket launcher's range increases to 500 feet, its explode property's radius increases to 20 feet, and it deals medium damage for a weapon of its level. The mech can end the siege configuration as a full action.

Cost 4 × level

SCYTHER

This hooked blade can sweep enemies off balance or be thrown into heavy vehicular traffic.

Type melee; **Special** analog, reach, thrown (20 ft.), trip

Damage medium; **Damage Type** S; **Critical** –
Slots 2 (upper limb)

Cleave (2 PP) As a standard action, the mech makes an attack against multiple targets in an area as though the scythe had the blast weapon special property. The length of the cone equals the mech's reach with the scythe.

Cost 2.5 × level

SHEARS

These wicked blades can slice enemies like scissors.

Type melee; **Special** –
Damage low; **Damage Type** S; **Critical** wound
Slots 1 (lower limb, upper limb)

Surgical When using shears to perform a called shot action, the mech reduces the action's PP cost by 1.

Cost 2.5 × level

SONIC SHOTGUN

This snub-barreled weapon fires thunderous blasts of force and high-pitched sounds to incapacitate enemies.

Type ranged; **Range** 80 ft.; **Special** blast, penetrating
Damage medium; **Damage Type** So; **Critical** knockdown
Slots 1 (frame, upper limb); **Capacity** 5
Cost 4 × level

SPEAR

This heavy projectile ends in a shining adamantite tip and can be thrown or jabbed at enemies.

Type melee; **Special** analog, penetrating, reach, thrown (40 ft.)
Damage medium; **Damage Type** P or S; **Critical** –
Slots 2 (upper limb)

Skewer (1 PP) As a standard action, the mech makes an attack against multiple targets in an area as though the spear had the line weapon special property. The length of the line equals the mech's reach with the spear.

Cost 2 × level

SPIKED SHIELD

This heavy shield can block incoming attacks or tear into close-up enemies.

Type melee; **Special** analog, block
Damage medium; **Damage Type** B or P; **Critical** bleed
Slots 2 (upper limb)

Deflect As a move action, the mech positions its shield to intercept incoming attacks, granting the mech a +1 shield bonus to AC and to Reflex saving throws until the beginning of its next turn. While this effect is active and the mech takes damage from a weapon, the mech can use a reaction to double its hardness against that attack's damage.

Cost 2.5 × level

SWORDWHIP

This gleaming sword's blade can separate into a segmented whip of incandescent steel.

Type melee; **Special** –
Damage medium; **Damage Type** S; **Critical** –
Slots 1 (upper limb)

Whip Mode (1 PP) As a swift action, the mech reconfigures the swordwhip from a solid blade into a fiery, shearing lash for 1 round. In this form,

the swordwhip gains the reach and trip special weapon properties; it gains the burn critical hit effect, and it deals a combination of fire and slashing damage.

Cost 2.5 × level

TECHNOSLING

This microfiber netting is built for throwing buckshot-like sling bullets at enemies like missiles.

Type ranged; **Range** 80 ft.; **Special** –

Damage medium; **Damage Type** B or P; **Critical** knockdown

Slots 1 (upper limb); **Capacity** 10

Cost 2.5 × level

THUNDERGAUNTLET

This glove-like weapon emits piercing shrieks that can jam opponents' basic movement and functionality.

Type melee; **Special** integrated

Damage low; **Damage Type** So; **Critical** knockdown

Slots 2 (upper limb)

Thunderclap (1 PP) As a standard action, the mech can use a thundergauntlet as though it were a ranged weapon with the blast weapon special property and a 30-foot range. If the mech has two thundergauntlets, it can use both as part of this attack to deal medium damage rather than low damage; use the average of the two thundergauntlets' levels (rounded down) to calculate this damage.

Cost 3 × level

AUXILIARY SYSTEMS

Auxiliary systems provide the mech an array of additional features, from augmenting the machine's already impressive performance to granting completely unique abilities. Most auxiliary systems cost no Mech Points, and some systems have special requirements that a mech must fulfill to install the option.

AMMO RESERVE

The mech stores an exceptional amount of ammunition for each of its weapons. The mech can reload each of its weapons two additional times.

AUTOTARGET

This system of finely tuned energy rods and powerful heat sinks allows a pilot to boost the mech's attack accuracy in exchange for stabilizing weapons' output.

Accurate Strikes (1 PP) For 1 round, the mech treats all of its operators as though they each had a number of Piloting ranks equal to their respective levels for the purpose of calculating the mech's attack bonuses.

CARGO CATAPULT

Prerequisite: The mech must have a cargo hold auxiliary system.

The mech's cargo hold conceals subtle boosters that can launch its contents at high velocity.

Dispatch Hot (3 PP) As a standard action, the mech can transfer one operator into a vehicle it has stored in its cargo hold, after which the mech launches the stored vehicle at high speed; the vehicle exits the mech using the race action (*Starfinder Core Rulebook* page 278). The pilot of the launched vehicle, if any, doesn't need to succeed at a Piloting check as part of the race action this turn.

CARGO HOLD

Prerequisite: The mech must have a transporter frame.

The mech's body houses a small garage able to store a single creature, vehicle, or other object no larger than two size categories smaller than the mech. An operator can move from a stored vehicle to the mech's helm as a move action, and vice versa. A mech can have no more than two cargo hold systems.

CLOAKER

Prerequisite: The mech must have a recon frame.

Consisting of light-warping and sound-dampening magitech mechanisms installed just beneath the armor, a cloaker system enhances a mech's ability to avoid notice. The mech gains the ability to attempt Stealth checks.

Fade (0 PP) As a full action, the mech initiates active camouflage, granting it concealment until it makes an attack or performs other harmful actions, at which point the effect ends. If the mech begins combat while this ability is active, it begins the encounter with 1 less PP (minimum 1).

Cloak (4 PP) As a standard action, the mech fades from view as per *invisibility*. The effect lasts for 1 round, though the mech can extend the duration each round by expending 1 PP. The effect ends if the mech makes an attack or performs other harmful actions.

EMP CANNON

This electromagnetic pulse cannon destabilizes enemy mechs' sophisticated machinery. Attacks with an EMP cannon target EAC, and the DC of Fortitude saves to resist its effects equal 12 + 1/2 your mech's tier.

Jam Weapon (3 PP) The mech makes a ranged attack against another mech within 120 feet as a standard action, optionally targeting one weapon the mech has. If the attack hits, the selected weapon (or a randomly selected weapon without the analog property) becomes nonfunctional for 1 minute unless the mech succeeds at a Fortitude save (DC = 15 + 1/2 the mech's tier). At the end of each of its turns, the affected mech can attempt a new saving throw to end the effect.

Kill Engine (4 PP) The mech makes a ranged attack against another mech within 120 feet as a standard action, selecting one of the mech's movement types. If the attack hits, the selected movement type's speed is reduced to 0 feet for 1 round unless the mech succeeds at a Fortitude save. As a standard action, the affected mech can attempt a new saving throw to end this effect.

Sabotage Power (3 PP) The mech makes a ranged attack against another mech within 120 feet as a standard action, targeting its power core. If the attack hits, the mech can't regain or expend Power Points for 1 round unless it succeeds at a Fortitude save.

ENTRY HATCH

This simple system consists of a secure, reinforced, motion-activated door that is programmed to open when one of a mech's registered operators enter or exit. An entry hatch system allows a pilot to enter or exit the mech as a move action. A registered operator can instead spend 1 Resolve Point to enter or exit as a swift action.

HASTE CIRCUIT

This complex system plugs straight into a mech's locomotive core, stabilizing its maneuvers and allowing for extraordinary bursts of speed.

Speed Surge (2 PP) Each time this ability is activated, the mech increases the number of times it can use an action to move by 1, exceeding the

normal limit of two movements per turn. This auxiliary system can be used more than once per turn.

PLASMA-SHOCK CIRCUITS

These circuits channel the dissipating force of a mech's shields, transforming the energy into offensive power.

Energized Retort (2 PP) As a reaction when the mech takes damage that causes it to lose Shield Points, the mech channels the shields' lost energy into one of its weapons that deals energy damage. The next time the weapon deals damage before the end of the mech's next turn, the weapon deals additional damage equal to half the number of SP the mech lost from the triggering attack.

PLOW PLATING

Consisting of specialized reinforcements to the mech's lower limbs, this system lets a mech plow past obstacles. The mech treats all difficult terrain as normal terrain.

Bulldoze (2 PP) The mech can activate this ability when it attempts a bull rush or reposition combat maneuver. The mech gains a +2 bonus to the attack roll, and if the combat maneuver succeeds, the target also takes damage equal to the mech's tier plus its Strength modifier.

RECONNAISSANCE ARRAY

Prerequisite: The mech must have a recon frame.

Installed directly into a mech's sensing and heads-up display systems, a reconnaissance array gives the mech a +2 bonus to Perception checks and a +5 bonus to Computers checks when using the scan action (page 13).

SYSTEMS JAMMER

This device blasts enemies with a wide range of energy waves, overwhelming the target's sensors and triggering erroneous readouts.

Overload Sensors (4 PP) The mech makes a ranged attack against another mech within 120 feet as a standard action. If the attack hits, the target gains the blinded and deafened conditions for 1 round, during which time the mech also loses any blindsense it might have; a successful Fortitude save negates this effect (DC = 12 + 1/2 your mech's tier). As a standard action, the mech can attempt a new saving throw against the effect, ending the effect if it succeeds.

THRUSTERS

The mech has an array of powerful engines that enable it to fly for short distances.

Power Jump (2 PP) The mech can activate the thrusters as part of a move action, granting it a fly speed of 60 feet (average maneuverability) with a maximum height of 30 feet. The mech must either land at the end of this movement, expend additional PP to perform additional power jumps before the end of its turn, or fall.

TELEPORTER

Prerequisite: The mech must have a phase frame.

Magitech conduits weave through every part of the mech, constantly analyzing the mech's position and calculating dozens of other possible positions nearby. With a burst of energy, the mech can teleport to any of these destinations.

Phase (2+ PP) As a standard action, the mech instantly teleports itself and its operators to any point within 60 feet that it can see, per *dimension*

door. For each additional PP expended when activating this ability, the range increases by 60 feet.

WEAPON CORE

This system consists of energetic nodes that connect to the mech's sundry weapon mounts. When purchasing this auxiliary system, choose two of the following energy types: acid, cold, electricity, fire, or sonic.

Energize Weapon (2 PP) Choose one of the weapon core's two types of energy. As part of a standard action or full action used to make one or more attacks with one of the mech's melee weapons, the mech charges the weapon with the chosen energy; the energy selected must be a type of energy damage the weapon does not currently deal. Until the end of the mech's turn, half of the damage dealt by this weapon is replaced with damage of the chosen type. If the weapon already deals two types of damage, replace one of them with the chosen energy damage. This effect never causes a weapon that normally targets KAC to target EAC.

Boomerang Strike (2 PP) As part of a standard action to make a ranged attack with a thrown melee weapon, the mech infuses the weapon with telekinetic magic, granting the weapon the effects of the *returning* weapon fusion for 1 minute. The mech can apply this effect only to mech weapons, not to improvised weapons like those thrown with the hurl special action (page 13).

WEAPON RACK

The mech has numerous holsters, harnesses, and other fittings that can hold spare weapons. As a move action, the mech can store one weapon it's currently wielding in one or more of its upper limb slots, placing it in the weapon rack. As part of that same action, the mech can also draw one weapon from the weapon rack, automatically installing it for immediate use. The weapon rack can be used only to store weapons that occupy upper limb slots, and the rack can hold a number of weapons with a total number of combined slots no greater than 4.

MECH UPGRADES

If you have leftover Mech Points—which is especially likely for a mech with many operators—you can spend them on miscellaneous upgrades, representing further specialization of your mech's technology. These options are relatively expensive for the benefit they provide, so it's often best to upgrade a mech's frame, limbs, and other features first.

Cost: These upgrades have a scaling cost. The first time a specific upgrade is purchased, use the listed cost. Each additional time the same upgrade is purchased for the mech, increase the upgrade's cost per tier by 1; this increase is cumulative. For example, the fleet upgrade costs a number of Mech Points equal to 2 × the mech's tier the first time it's purchased, 3 × tier the second time, 4 × tier the third time, and so on.

ENHANCED SHIELDS

Effect Increase the mech's Shield Points by an amount equal to its tier.

Cost 3 × tier

FLEET

Effect Increase each of the mech's movement speeds by 10 feet.

Cost 2 × tier

RAPID REFLEXES

Effect The mech gains a +1 bonus to its EAC and to its Reflex saving throws.

Cost 2 × tier

REINFORCED FRAME

Effect Increase the mech frame's base HP by 5, and increase its HP advancement by 1.

Cost 1 × tier

SUPERIOR COMPUTER

Effect The mech's onboard computer has a tier equal to half the mech's tier (minimum 1). The computer also gains the alarm countermeasure and one of the following upgrades or countermeasures: artificial personality, feedback, hardened, security II, shock grid (rank 2).

Cost 1/2 × tier

Special Purchasing this upgrade doesn't increase the cost of subsequent superior computer upgrades.

UNBREAKABLE ARMOR

Effect The mech gains a +1 bonus to its KAC and to its Fortitude saving throws.

Cost 2 × tier

REFITTING AND UPGRADING MECHS

In some campaigns, the PCs might have access to the same mechs over time. In this case, as the PCs' character levels increase, so too do their mechs become more powerful, granting them additional Mech Points with which they can upgrade their machines (see Table 2-1: Mech Points on page 15). These additional points could represent salvage gathered after their battles, an arrangement with a vendor who secures new gear for them, or even ongoing support from a military patron. The GM might require the PC to visit a safe workshop before spending these new MP—especially if the PCs perform major overhauls like replacing several mechs with one larger mech—but this process shouldn't impact the campaign much.

In addition to gaining additional MP, gaining levels can increase the party's Average Party Level, which can increase their mechs' maximum tier. Increasing the tier can impact the mech's attack modifiers, skill modifiers, Strength modifier, AC, maximum weapon level, and more.

Refitting Mechs: If the PCs want to change their mechs' features before gaining additional MP (for example, replacing one auxiliary system with another that costs the same or fewer MP), they can do so at a safe workshop or other facility, given enough time. Refitting a component typically takes 4d6 hours, and refitting a mech's frame typically takes 1d4 days. Completely changing or rebuilding a mech rarely takes more than a week.

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