

MOBILE SUITS

FOR THE STARFINDER ROLEPLAYING GAME



STARFINDER
COMPATIBLE


**Little Red
Goblin Games**

MOBILE SUITS

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MOBILE SUITS

A SUBSYSTEM FOR STARFINDER

BASICS

Mobile suits are giant robots controlled by a pilot and, generally, used as weapons of war. The rules presented below are designed to allow you to jump into the cockpit and use them in your next game!

On a basic level mobile suits are treated like a new kind of armor, separate from powered armor. The difference between powered armor and mobile suits is that powered armor is “worn” and mobile suits are “piloted”. Mobile suits are robotic vehicles under the control of an enclosed pilot while power armor is an extension of the armor worn by a pilot. Mobile suits are very powerful and are designed to be used against other mobile suits or similarly sized vehicles. Mechanically, this means that certain aspects of the suit require the use of the Pilot skill, and characters wishing to use one will want to invest into that skill.

Suit up, and roll out!

EARLY MOBILE SUITS

The first mobile suits were designed based on extended-mission space suits worn by construction workers and scientists. They featured robotic arms to extend reach and dexterity in the bulky suits, environmentally stabilized interiors, and a flight system for travel. As time passed and the variety of missions these “exosuits” were intended to perform grew, they became full robotic armor known as “mobile suits”. These became militarized and, as a result, grew in complexity and size until they became the 60 ft. tall, human-piloted, military robots of today.

COMMON MECHANICAL FEATURES

Many advancements found on vehicles and ships have found their way into the design of mobile suits. The following are common technologies found on a mobile suit and their mechanical impacts on a character:



Scattering Fields: This is a coating of particles that equalizes and absorbs energy applied to it. These special particles seek homeostasis, reducing extreme temperatures by a large factor and fracturing energy attacks into billions of tiny harmless rays. This provides the EAC bonus most mobile suits have.

Environmental Systems: The interior of a mobile suit is sealed against space, water, pressure differences, heat up to 400 degrees, cold down to -200 degrees and other environmental effects. A mobile suit can operate in a vacuum and up to 2 miles under the surface. A standard mobile suit has 24 hours worth of air and other emergency survival supplies but some explorer mobile suits or suits expected to operate independently for long periods of time can be stocked with up to a week's worth of such supplies.

Flight: Mobile suits are able to fly, at least in short bursts, thanks to the thrusters integrated in their design. All mobile suits, unless otherwise stated, have an average flight speed of 1/2 their land speed (minimum 5 feet) to a maximum height of 30 feet while in a typical atmosphere and can fly at a speed equal to their land speed while in space. If a mobile suit gains a fly speed from another source, such as armor upgrades, use the higher fly speed.

Power Plants: Mobile suits have an integrated power plant that harvests energy from a small-scale, long-term atomic reaction. They can store large amounts of energy (200-750) and by default recover at least 1 energy per round. This energy cannot be extracted from the mobile suit but is instead used to power things connected to the mobile suit.

Constructed: While in a suit, unless an effect specifically targets the pilot in some fashion (such as a language-dependent morale effect that reaches the pilot over their intercom), characters in mobile suits count as constructs. This means they are immune to: bleed, death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stunning, ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, nonlethal damage and any effect that requires a Fortitude save (unless the effect works on objects or is harmless). Mobile suits cannot be healed (though their pilots can) unless that healing works on objects (as it is an armor). Damaged mobile suits can be repaired using Engineering.

GMING FOR MOBILE SUITS

The understanding is that if players are making use of mobile suits, the enemies should as well. They provide a tremendous boost in power to the players and those who are not piloting them are not in the same class. It's an "all or nothing" thing; mixing mobile suits in with other forms of combat is a bad idea.

If you throw CR-appropriate encounters against a party of mobile suits, the encounter will likely be over quickly without great difficulty. If you are planning on using standard encounters, we advise adding 5 to the party's effective level when determining what CR is appropriate. Huge or larger creatures are suggested if you take this route and things like dragons can make for interesting fights.

IMPLEMENTING MOBILE SUITS

Mobile Suits are treated as a separate class of armor, like power armor, that a character needs to be proficient in to use. Unlike power armor, some abilities are dependent on the pilot's skill (see "Delta (Δ)" for more information) and do not impose an Armor Check Penalty or a Maximum Dexterity. Weapons and equipment wielded by mobile suits are the same wielded by players.

OTHER TOPICS

Weapon Slots In General (Reprinted from Starfinder Armory): "A suit of powered armor can mount a number of one- or two handed ranged weapons, as indicated by its weapon slot value. The weapons mounted in powered armor's weapon slots require no hands to wield or carry as long as the armor has power, but reloading such weapons requires a free hand (unless you have an automated loader upgrade). Mounted weapons designed for a creature the size of the powered armor or smaller impose no penalty to attack rolls. It takes a full action to mount or remove a weapon. A weapon can't be removed and you cannot be disarmed of the weapon if the armor has power and you do not wish the weapon to be removed. Weapons in weapon slots can be subject to sunder combat maneuvers."

Weapon Slots for Mobile Suits: A weapon placed in a weapon slot is considered being wielded and is able to draw from a mobile suit's internal power plant if it requires energy to run. All mobile suits still have 2 hands worth of carrying capacity with their limbs in addition to any weapon slots, unless otherwise noted.

Mobile Suit Item Level: A piloted mobile suit has an item level equal to your ranks in Piloting. If you use a skill other than Piloting to control a mobile suit, you can use that instead of Piloting (whichever is higher). An unattended mobile suit is assumed to have an item level of 10.

Upgrades: Mobile suits count as powered armor for the purpose of armor upgrades. Armor upgrades have their own capacity but, after they have spent their energy, they can draw from the mobile suit's reserves.

Spellcasting: Spellcasting is unimpeded by casting them in mobile suits except that you do not have a physical line of effect to most targets, as you are in a cockpit. When targeting a creature who is piloting a mobile suit, simply regard it as a kind of armor. (Note: mobile suits make their pilots immune to mind-affecting effects.)

Cockpits: A cockpit can open or close as a swift action, though it drops your AC by 10. This also negates any environmental protection the suit affords you.

No Dexterity to AC: You do not apply your Dexterity modifier to AC while in a mobile suit.

Speed: The mobile suit's base speed replaces your base speed when you are piloting it.

Powered Armor: For the purpose of class features, spells, armor upgrades, and feats (etc) mobile suits count as powered armor unless otherwise specified.

Bulk: Mobile suits are extremely heavy. When powered up they support their own bulk and up to 50% more bulk's worth of equipment. (A 200 bulk mobile suit could support an additional 100 bulk of equipment.)

Obtaining a Mobile Suit: Generally, mobile suits are given or loaned to a player by a military or other organization with the expectation that they will be carrying out missions for them. Mobile suits can be purchased, though they are restricted military goods, for 1,000,000 credits and come with 1 design style (generally based on who you bought it from). They do not come with any upgrades or weapons.

"Double Armor": Mobile suits are armor and it does not matter what kind of armor you wear while piloting one, though you may wear up to heavy armor. Unlike powered armor, you do not gain any benefit for wearing armor while inside a mobile suit but if

there are any detriments (such as an armor check penalty) it still applies.

Equipment for Mobile Suits: You can purchase any weapon or armor upgrade suitable for powered armor. When you do so, multiply the price and bulk by 10 (items with L bulk have a bulk of 10). Such items can only be wielded by mobile suits and are sized for them. The same applies to ammunition, though most mobile suits use equipment that is dependent on energy so it can draw from its own internal power source.

PLAYERS VS MOBILE SUITS

Mobile Suits are normally on the player scale (rather than ship-scale, for simplicity). Against attacks from a creature outside of a vehicle or mobile suit against a mobile suit, all mobile suits have DR/- or resistance (whichever is more relevant) equal to their KAC bonus. Attacks from mobile suits against human-scale targets add the pilot's level to all damage rolls (in addition to things like Weapon Specialization). As this is an "all or nothing" system, weapons and equipment bought are assumed to be for mobile suits rather than for humans. When GMing, use your judgement if an enemy could cause damage on a scale that could hurt a colossal vehicle (normally by being of a similar size). If so, it can bypass this DR.

SIDEBAR: MOBILE SUITS VS SPACESHIPS

As mobile suits are on the player scale they are not expected to act on the same scale as spaceships. However, media regularly portrays mobile suits in combat with ships. If you have your heart set on your mobile suits fighting ships we advise the following rules:

- Mobile suits are typically tiny or small on a ship-scale map.
- Their AC is equal to their KAC and their TL is equal to their EAC -4.
- Mobile suits have a speed of 1 if they have a 60 ft movement. For every interval of 60 add 1 to their speed.
- All of a mobile suit's weapons can attack on all axis. A mobile suit can only fire 1 weapon per turn.
- Ship weapons deal twice as much damage to mobile suits, and mobile suits deal only half damage to ships.
- Mobile suits have a crew of 1. On any given turn the character piloting a mobile suit can act in all 3 phases (engineering, helm, and gunnery).

DELTA (Δ)

If an ability has a value listed as the greek letter delta " Δ " it means that it has a value equal to the character's total bonus in the Pilot skill. If it is listed as $\Delta\#$ (Example: $\Delta 5$) this means "a value equal to the character's total bonus in the Pilot skill, to a maximum of the number" (in our $\Delta 5$ example that means it can be a maximum of 5). If the number precedes it (5Δ) that means that is the minimum it provides. We can combine these to give a minimum or maximum value:

- " $3\Delta 20$ ": This means "your Pilot bonus, to a minimum of 3 and a maximum of 20).
- " $\Delta 5$ ": This means "your Pilot bonus, to a minimum of 0 and a maximum of 5).
- " 12Δ ": This means "your Pilot bonus, to a minimum of 12".
- " $+\Delta 10$ ": This means "plus your Pilot bonus, to a minimum of +0 and a maximum of +10".



MOBILE SUIT CHASSIS

KEY

The following is an explanation of how to read a mobile suit.

EAC Bonus The minimum and maximum EAC the mobile suit provides.; **KAC Bonus** The minimum and maximum KAC the mobile suit provides.

Speed Your land speed.

Strength Your Strength score while in a mobile suit;

Damage How much damage your unarmed strikes deal while piloting a mobile suit; **Size** The size of your mobile suit and your reach while in it

Capacity How much energy you have; **Usage** How much energy you use per round; **Energy Gain**: How much energy you gain per round

Weapon Slots How many weapon slots you have

Upgrade Slots How many upgrade slots you have;

Bulk The bulk of the mobile suit

SPECIAL ABILITIES

This section details any **SPECIAL ABILITIES** the mobile suit has.

MS01- SCOUT

A scout is a limber, highly agile, fast mobile suit that can convert itself into an aircraft for even faster movement. They are the favorite of reconnaissance teams, fast assault teams, and harriers.

EAC Bonus $+5\Delta 23$; **KAC Bonus** $+5\Delta 23$

Speed 60 feet

Strength 20 (+5); **Damage** 2d8 B; **Size** Colossal (30-foot reach)

Capacity 200; **Usage** 1/round; **Energy Gain**: 1/round

Weapon Slots 2

Upgrade Slots 5; **Bulk** 110

SPECIAL ABILITIES

Transformable: As a standard action, you can transform a scout mobile suit into a "high-mobility mode" (HMM) by expending 25 energy. While in HMM the scout cannot use melee attacks but you add 10 ft. x Δ to your speed (if you have +10 bonus in Pilot, you add +100 ft). A scout can transform back as a move action, though this does not cost any energy.

MS02- MOBILE INFANTRY

Most mobile suits are mobile infantry. They are good, solid, well-rounded mobile suits with an excellent chassis. They have incorporated larger power plants with the room saved by not using role-specific equipment or a gimmick.

EAC Bonus +5 Δ 27; **KAC Bonus** +5 Δ 27

Speed 30 feet

Strength 30 (+10); **Damage** 2d8 B; **Size** Colossal (30-foot reach)

Capacity 500; **Usage** 1/round; **Energy Gain** 4/round

Weapon Slots 4

Upgrade Slots 5; **Bulk** 150

SPECIAL ABILITIES

Efficient Energy Core: This mobile suit gains more energy than it expends per round with standard use. This is reflected in the energy gain entry for the suit.

MS03- HEAVY

A heavy mobile suit is a mobile weapons platform designed to provide artillery support or direct fire against hard targets. They are often mixed into more diverse squads to provide a base of fire to suppress the enemy and take out any of their big targets.

EAC Bonus +5 Δ 27; **KAC Bonus** +5 Δ 27

Speed 10 feet

Strength 36 (+13); **Damage** 4d8 B; **Size** Colossal (30-foot reach)

Capacity 500; **Usage** 1/round **Energy Gain** 1/round

Weapon Slots 8

Upgrade Slots 5; **Bulk** 200

SPECIAL ABILITIES

Stabilizers: Heavy weapons wielded in two hands that have the unwieldy quality lose that quality as the weapons are synced with the mobile suit's stabilization system.

Heavy: Heavy mobile suits do not have a fly speed except in zero gravity and even then it is only 5 feet.

MS04- KNIGHT

A knight is an assault mobile suit. They specialize in one-on-one combat but are nonetheless a well-rounded machine that serves as a good alternative to a mobile infantry suit.

EAC Bonus +5 Δ 25; **KAC Bonus** +5 Δ 29

Speed 40 feet

Strength 36 (+13); **Damage** 4d8 B; **Size** Colossal (30-foot reach)

Capacity 200; **Usage** 1 per round; **Energy Gain** 1 per round

Weapon Slots 4

Upgrade Slots 5; **Bulk** 175

SPECIAL ABILITIES

Martial Weapon Slots: Weapon slots on this mobile suit can be used for melee weapons.

Overdrive: This mobile suit can spend 25 energy to lower the penalty for making a full attack by 4.

MS05- INFILTRATOR

War isn't always about who can hit the hardest, and infiltrators take that to a whole new level. They are equipped with cloaking technology to slip by enemies and observe their movements unnoticed. It is the favorite unit of snipers and sappers alike.

EAC Bonus +5 Δ 23; **KAC Bonus** +5 Δ 23

Speed 30 feet

Strength 20 (+5); **Damage** 2d8 B; **Size** Colossal (30-foot reach)

Capacity 200; **Usage** 1/round; **Energy Gain** 1/round

Weapon Slots 2

Upgrade Slots 5; **Bulk** 125

SPECIAL ABILITIES

Cloaking Field: As a move action taken at the start of their turn that costs 10 energy, this mobile suit can grant itself the benefits of an *invisibility* spell that lasts until the start of its next turn. This effect may be sustained as a swift action taken at the start of your turn for 10 more energy. Like the spell, this field deactivates after taking a hostile action.

MS06- GUARDIAN

The primary job of a guardian is the negation of incoming enemy fire. They come with heavy energy shields that provide cover to their squad. Their heavy frames can support a similar firebase as a heavy mobile suit and thus can not only take pain but dish it out too!

EAC Bonus +5 Δ 30; **KAC Bonus** +5 Δ 30

Speed 15 feet

Strength 36 (+13); **Damage** 2d8 B; **Size** Colossal (30-foot reach)

Capacity 500; **Usage** 1/round **Energy Gain** 1/round

Weapon Slots 4

Upgrade Slots 5; **Bulk** 200

SPECIAL ABILITIES

Titan Shield: A guardian mobile suit begins with a titan shield armor upgrade installed that cannot be removed. This does not take up an upgrade slot.

Extended Scattering Field: By expending 10 energy as a swift action a guardian can create a 30 foot aura around themselves that grants +5 EAC to all mobile suits within the radius.

MS07- WALKER

A walker is somewhere between a vehicle and a mobile suit. They are limbless pods on legs that are equipped with a few mobile suit grade weapons for defense. Walkers are great for reconnaissance and when numbers or convenience matters more than the value of a single unit. Walkers are great escorts for non-mobile suit squads and can serve the same role that a tank might, though they are much more mobile. They are cheaper to field than other mobile suits and easier to control; thus most people will learn on a walker before graduating to a "real" mobile suit.

EAC Bonus +3 Δ 20; **KAC Bonus** +3 Δ 20

Speed 30 feet

Strength 30 (+10); **Damage** -; **Size** Gargantuan (20-foot reach)

Capacity 500; **Usage** 1/round; **Energy Gain** 1/round

Weapon Slots 8

Upgrade Slots 5; **Bulk** 100

SPECIAL ABILITIES

No Arms: This mobile suit has no arms. It can only use weapons installed in weapon slots. It should be noted that while this mobile suit has no arms it still has a listed reach. This is listed in the event that it equips a melee weapon with the integrated trait in an armor upgrade slot.

Stabilizers: Heavy weapons wielded in weapon slots that have the unwieldy quality lose that quality, as the weapons are synced with the mobile suits stabilization system.

Simpler: A walker is a smaller, simpler style of mobile suit and thus costs 25% less than other mobile suits. Additionally, when attempting Piloting checks with a DC of 15 or less, you get a +2 bonus on such checks while piloting a walker.

SIDEBAR: INTEGRATED MELEE WEAPONS

From Starfinder Armory: "An integrated weapon can be wielded normally or installed in an armor upgrade slot. When properly installed, the weapon is considered to be wielded without needing to assign a number of hands to wield it. An integrated weapon requires the listed number of armor slots for proper installation. An android or any other creature with the upgrade slot racial ability cannot combine its racial upgrade slot with armor upgrade slots to install an integrated weapon. Installing, removing, or replacing an integrated weapon in a suit of armor takes 10 minutes, as if it were an armor upgrade."

MS08- MOBILE BEAST

These are quadruped mobile suits designed with animalistic characteristics. These mobile suits use their unique limb layout to traverse terrain that others couldn't and take advantage of their natural weapons to engage in deadly melee combat.

EAC Bonus +5 Δ 23; **KAC Bonus** +5 Δ 23

Speed 30 feet

Strength 30 (+10); **Damage** 4d8 B; **Size** Colossal (30-foot reach)

Capacity 500; **Usage** 1/round; **Energy Gain** 1/round

Weapon Slots 4

Upgrade Slots 5; **Bulk** 150

SPECIAL ABILITIES

Animal Form: This mobile suit is not made in a humanoid form and thus it isn't as easy for the human mind to grasp. Humanoids attempting to pilot this suit take a -2 penalty on Piloting checks.

No Arms: This mobile suit has no arms as they are all used for locomotion. It can only use weapons installed in weapon slots, although it retains the ability to make unarmed strikes.

Movement Form: When this suit is designed, select one of the following options: +20 foot land speed, gain a 30 ft swim speed, gain a 30 ft climb speed, or gain a 20 ft burrow speed. If your mobile suit has or gains a swim, climb, or burrow speed and you selected a related option, that speed increases by 10 feet.

DESIGN STYLES

These are modifications to a mobile suit chassis. A mobile suit typically has one design style but, if they do not conflict, a mobile suit may have multiple design styles. Conflicting design styles are one that are mutually incompatible, such as one that removes your ability to walk combined with one that boosts your land speed or one that removes weapon slots combined with one that grants them. This is ultimately subject to a GM's approval and, typically, mobile suits that have more than one design style are generally found in the hands of players or at least key NPCs (not your average person).

ANDROID STYLE

A mobile suit designed for an android allows the pilot to directly "plug in" to the suit. In a very real sense, this allows the pilot to treat the mobile suit as an extension of their body.

Restrictions: Only androids or other creatures with the constructed racial trait can pilot android style mobile suits as they directly "plug in" to them.

Weapon Slots +1

Upgrade Slots +4

SPECIAL ABILITIES

Shielding: Android suits are shielded against hacking attempts as they are an extension of the android's consciousness. Typically, a mobile suit cannot be hacked or overloaded (as per the mechanic's overload class feature) as they are all larger than medium size. This protects against odd instances where a mobile suit could be hacked. A mechanic with the override ability can still attempt to overload an android pilot.

Extension of the Body: Androids and other races with the constructed trait who pilot an android style mobile suits feel them as an extension of their own body. This means that they do not gain the construct immunities normally afforded by a mobile suit but gain a greater sense of awareness of the suit's systems.

They can spend 1 energy at the start of their turn as a free action to grant themselves a +2 bonus on Piloting checks pertaining to mobile suits and blindsense 30 feet thanks to their deep integration with their body. This lasts until the start of their next turn.

BEHEMOTH STYLE

Mobile suits are typically designed to be only as large as is efficient for production but some custom models are made to be much larger than their standard counterparts. Because of their massive size their power cores tend to not be able to keep them running for prolonged periods of time in combat mode.

Weapon Slots +2 (minimum 2)

Size +10 foot reach or, if gargantuan-sized or smaller the size of the mobile suit increases by 1 size category (maximum colossal).

Usage +2 energy used per round.

BIO-MECH

Your mobile suit is not made of nuts and bolts but bioengineered synthetic muscles and bones. When you "pilot" this mobile suit your consciousness merges with that of your mobile suit and you become one. It has no consciousness of its own and thus feels like your own body when activated.

SPECIAL ABILITIES

Body Mods: A bio-mech is a piece of living technology. A bio-mech cannot support armor upgrades but can instead support augmentations with the normal limits of only 1 augment per relevant system (treat the bio-mech as a creature similar to its pilot for this purpose). A bio-mech can take a power core (any mobile suit-exclusive armor upgrade with the word 'core' in the name) in the place of an augmentation, but it occupies a system of the pilot's choice.

Living Machine: The pilots of bio-mechs are linked to the senses and sensations of the outside world. The pilot does not gain the constructed quality when piloting a bio-mech. This means they can be affected by things like mental effects, healing, bleed effects, etc.

Regeneration: If damaged, a bio-mech regains Δ hit points each day. You can spend 1 resolve once per day to cause the bio-mech to recover Δ hit points as a swift action.

ECONOMY STYLE

Some mobile suits need to be built on a budget or in such a fashion that they can be mass produced. These simple, scaled down, models are the mainstay in many militaries and paramilitary organizations. Economy models are used as training suits and thus are the first kinds of mobile suits pilots use.

Maximum AC Bonus The maximum AC the mobile suit can provide is decreased by 4. (Example: If the AC was +5Δ25 it would instead be +5Δ21).

Speed -10 feet (minimum 5 feet) to all forms of movement.

Maximum Weapon Slots 1

Maximum Upgrade Slots 1

SPECIAL ABILITIES

Simpler: An economy mobile suit is a smaller, simpler style of mobile suit and thus costs 25% less than other mobile suits (50% less for an economy walker). Additionally, when attempting Piloting checks with a DC of 15 or less, you get a +2 bonus on such checks while piloting a walker (this does not stack with similar bonuses).

ELVEN STYLE

This style prizes grace, artistry, speed, magical guards, and technical precision over bulky armor and heavy weapons. These mobile suits can dance across the battlefield in a beautiful parody of life but they are more easily forced back by sustained fire from the enemy.

Maximum EAC Bonus The maximum EAC the mobile suit can provide is increased by 2. (Example: If the EAC was +5Δ25 it would instead be +5Δ27).

Minimum KAC Bonus The minimum KAC the mobile suit provides is decreased by 2. (Example: If the KAC was +5Δ25 it would instead be +3Δ25).

Speed +10 feet

Weapon Slots -1 (minimum 2)

Upgrade Slots -1; **Bulk** -20

SPECIAL ABILITIES

Grace: Elven mobile suits move with a particular grace, allowing their pilots to make Pilot checks in place of Reflex saves.

Evasion: Elven mobile suits can spend 10 energy as a reaction to failing a Reflex save and gain the evasion class feature of the operative class on that save.



GERA HYPERTECH STYLE

"It may not be pretty but I'll be damned if it's not functional."

-HYPERtech Slogan

The Gera Clan of space dwarves is famous for running the famous HYPERtech manufacturing company. They are legendary for their safety, stability, and ruggedness of their designs thanks to dozens of redundancies and overengineering for safety. Mobile suits designed in this style are hard to break, harder to hack, and come with a lifetime warranty.

AC Bonus The minimum KAC and EAC the mobile suit can provide is increased by 2. (Example: If the EAC was +5Δ25 it would instead be +7Δ25).

Speed -10 feet (minimum 5 feet) to all forms of movement.

Weapon Slots -2

SPECIAL ABILITIES

Redundant Redundancies: The first time per day that you'd successfully be hacked or overloaded, your opponent must reroll their attempt. If they fail on this reroll the attempt is unsuccessful. Typically, a mobile suit cannot be hacked or overloaded (as per the mechanic's overload class feature) as they are all larger than medium size. This protects against odd instances where a mobile suit could be hacked.

Source: The Gera clan is described in the product "Space Dwarves" by Little Red Goblin Games.

KASATHAS STYLE

Unlike other races who have a defined "style", kasathas mobile suits are really just mobile suits designed to accommodate and reflect their biology. This makes them more agile and gives them the distinctive four arms of their inspiration.

Maximum EAC Bonus The maximum EAC the mobile suit can provide is increased by 2. (Example: If the EAC was +5Δ25 it would instead be +5Δ27).

Minimum KAC Bonus The minimum KAC the mobile suit provides is decreased by 2. (Example: If the KAC was +5Δ25 it would instead be +3Δ25).

Speed +10 feet

Weapon Slots -1 (minimum 2)

Upgrade Slots -1; **Bulk** -10

SPECIAL ABILITIES

Four Arms: Kasatha mobile suits have four arms, which allows them to wield and hold up to four hands' worth of weapons and equipment. While their multiple arms increase the number of items they can have at the ready, this doesn't increase the number of attacks they can make during combat.

Evasion: Kasatha mobile suits can spend 10 energy as a reaction to failing a Reflex save and gain the evasion class feature of the operative class on that save.

LASHUNTA STYLE

Among all the races of the modern era the Lashunta alone have put an emphasis on the use of magic in their mobile suits. While all have some degree of it integrated Lashunta mobile suits are designed to not only embrace its use but to counteract it.

Maximum EAC Bonus The maximum EAC the mobile suit can provide is increased by 2. (Example: If the EAC was +5Δ25 it would instead be +5Δ27).

Minimum KAC Bonus The minimum KAC the mobile suit can provide is decreased by 2. (Example: If the KAC was +5Δ25 it would instead be +1Δ25).

EAC Bonus +2; **KAC Bonus** -4

Weapon Slots -2 (minimum 2)

Upgrade Slots +2

SPECIAL ABILITIES

Magic Scanners: Lashunta mobile suits have a scanner built into their suits that grants them the benefit of a constant *detect magic*. This consumes 1 energy per round. It can be turned on or off as a free action, though activating it always immediately consumes 1 energy.

Psychic Field: You can expend 10 energy as a swift action to grant yourself Δ31 SR until the start of your next turn by activating a psychic resonance crystal embedded in the heart of the mobile suit.

MAGE STYLE

Magic users don't often get to diversify as much as other combat professions and as such mobile suits designed specifically to accommodate them are a custom job. Mages using mobile suits incorporate wards that allow their spells to pass out of their cockpits (but no outside magic is allowed in) and have ample room for the gestures required to cast spells. Many are built on a similar set of principles as Lashunta mobile suits and they are the largest manufactures of these custom rigs.

Maximum KAC Bonus The maximum KAC the mobile suit can provide is increased by 2. (Example: If the KAC was +5 Δ 25 it would instead be +5 Δ 27).

Weapon Slots -1 (minimum 2)

Upgrade Slots -3 (minimum 2)

SPECIAL ABILITIES

Magic Scanners: Mage style mobile suits have a scanner built into their suits that grants them the benefit of a constant *detect magic*. This consumes 1 energy per round. It can be turned on or off as a free action, though activating it always immediately consumes 1 energy.

Translocation Wards: A mage mobile suit is set up so that the cockpit does not block line of effect for spells the mage casts if you expend 5 energy as a free action when the spell is cast.

OTHERWORLDLY

Not all mobile suits are of mortal creations. Some are crafted by the gods, by the fell powers, or by other outsiders for use on their own planes (or, at least, for their own ambitions).

SPECIAL ABILITIES

Plane Survival: This mobile suit is designed to inhabit the plane it was created on. A creature in such a mobile suit is immune to environmental effects common to a single plane. These benefits only function while the mobile suit is on that plane. This might cause a mobile suit designed on the plane of fire to render it immune to the near constant fire on the plane of fire or prevent a creature on the positive energy plane from being "healed to death".

Planar Adaptation: Select one kind of energy common to the plane of origin for this mobile suit. You gain energy resistance 10 against that kind of energy and a +2 to your EAC against attacks of that element.

SHIRREN STYLE

As a species Shirren have a communal focus and this is reflected in their mobile suits. They have an odd, unintentional, uniformity that others lack and their communications gear is top notch. They have incorporated the technology they developed for their famous sniper rifles into their suits and thus they have the best targeting systems on the market.

Maximum EAC Bonus The maximum EAC the mobile suit can provide is increased by 2. (Example: If the EAC was +5 Δ 25 it would instead be +5 Δ 27).

Minimum KAC Bonus The minimum KAC the mobile suit provides is decreased by 2. (Example: If the KAC was +5 Δ 25 it would instead be +3 Δ 25).

Weapon Slots +1

Upgrade Slots -1

SPECIAL ABILITIES

Shirren Eye Targeting Systems: Shirren mobile suits gain a +2 bonus on attack rolls with ranged weapons when targeting enemies more than 50 feet away. This bonus improves to +4 if the weapon is a sniper weapon with the word "shirren" in its name.

Communal Systems Link: Using advanced communication systems you can expend 5 energy as a reaction action to grant a willing ally the ability to reroll one dice they rolled.

TITAN CORPSE

Some mobile suits are created from the reanimated cadavers of massive humanoids like giants or even titans. They are converted to a necrotically powered cyborg with a living pilot. They say piloting one of the biotech constructs is less like driving a car and more like enforcing your will over another person.

SPECIAL ABILITIES

Force of Will: Use your Charisma modifier rather than your Dexterity modifier when attempting Piloting checks while piloting a titan corpse mobile suit. If you use a different skill to pilot a titan corpse, you may likewise use your Charisma to pilot while using that skill.

Z-Systems: The preserved body of this reanimated corpse causes you to gain the undead creature type while piloting this rather than the construct type. This replaces the benefits of the constructed trait and grants you immunities to: bleed, death effects, disease, mind-affecting effects, paralysis, poison, sleep, stunning, ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, nonlethal damage, and any effect that requires a Fortitude save (unless the effect works on objects or is harmless).

VESK STYLE

A vesk mobile suit is meant for one thing: war. They are big, nasty, and have enough room for an entire army's worth of weapons. Their designers prioritized things like advanced targeting systems, better and more efficient energy distribution, and better integrated weapons systems at the expense of additional layers of particle shielding, elegance, and compatibility with other kinds of wargear.

Minimum EAC Bonus The minimum EAC the mobile suit can provide is decreased by 2. (Example: If the EAC was +5 Δ 25 it would instead be +1 Δ 25).

Maximum KAC Bonus The maximum KAC the mobile suit can provide is increased by 2. (Example: If the KAC was +5 Δ 25 it would instead be +5 Δ 27).

Damage +1d8 B

Weapon Slots +1

Upgrade Slots -4 (minimum 1); **Bulk** +20

SPECIAL ABILITIES

Warrior Mode: At the start of their turn you can expend 20 energy as a free action to cause the first weapon fired or swung to add Δ 20 to the damage dealt. This may only be used once per round and only applies to weapons that use energy as a resource (i.e. anything that targets EAC).

VOID STYLE

Combat with mobile suits often takes place in space. While all mobile suits can fight in space, some are designed expressly for that purpose.

Speed -20 feet (minimum 5 feet) to all forms of movement when not in zero G.

Weapon Slots -2 (minimum 2)

SPECIAL ABILITIES

Void Engines: The mobile suit gains a +30 foot boost to its speed while in zero g. Additionally, you gain a +2 circumstance bonus on Piloting checks while piloting this mobile suit in zero G.

Pressure Seals: This unit has enhanced pressure seals and emergency systems to deal with combat in space. Taking damage never risks you being exposed to the vacuum of space. Even if your mobile suit gains the broken condition you are not exposed to space as it has last-ditch emergency systems that will spare you.

YOSKI STYLE

These mobile suits are slapdash creations that resemble nothing so much as a half-dozen mobile suits Frankensteined together. Still, despite their odd appearances, the marvel of Yoski engineering knows no bounds. These suits are the most efficient and well-designed mobile suits you'll ever encounter (even if they are a bit janky). Most are constructed from salvaged or pawned parts and all have extensive energy transfer and storage systems that make salvaging both easier and more profitable.

Maximum AC Bonus The maximum AC the mobile suit can provide is decreased by 4. (Example: If the AC was +5 Δ 25 it would instead be +5 Δ 21).

Weapon Slots -4 (minimum 1)

Upgrade Slots +4

Capacity +250; **Energy Gain** +1/round

SPECIAL ABILITIES

Energy Link: Yoski mobile suits can transfer some of their enemy to an adjacent ally as a swift action. They can transfer up to 5 x Δ , though the transfer costs 10 energy to perform. You can attempt an Engineering check (DC 25) as part of this. If successful you can transfer up to 10 x Δ . If you fail, the action is wasted.

Salvaged Parts: Yoski mobile suits are made out of salvaged parts, patched with improvised solutions, and may be missing some vital parts. When you score a critical hit you need to expend 2 energy as a free action or else it counts as a normal hit.

Extra Storage: Yoski mobile suits can carry additional weight equal to 75% of their bulk, instead of 50%.



MOBILE SUIT PILOT ARCHETYPE

You've been training to pilot mobile suits and you've developed a strong affinity for them. You're better than your friends in the simulators and you suspect you'll be great on the battlefield in a mobile suit...

Connection [4th Level]: You have a connection with your mobile suit that is more than mere familiarity. Is it a fated connection? Does your mobile suit actually have a soul? You may expend 1 Resolve to pay for any mobile suit or design style special ability in place of paying energy.

Mobile Suit Ace [6th Level]: You improve the maximum value of your ACs on mobile suits by 3. (For example: "EAC Bonus + Δ 20; KAC Bonus + Δ 20" becomes EAC Bonus + Δ 23; KAC Bonus + Δ 23")

Awaken [18th Level]: As a swift action you can spend 1 Resolve to restore your mobile suit to full energy. This may only be done once per day.



NEW FEATS

ARTILLERY DOG

Prerequisites: Proficiency with mobile suits.

Benefit: You gain a +2 bonus on all damage rolls against mobile suits. Additionally, when in a mobile suit (or while wearing powered armor if you are proficient in it) once per day you can pay 1 RP to attack with an unwieldy weapon twice as a full attack action.

ELECTRONIC COUNTERMEASURE ACE

Prerequisites: Proficiency with mobile suits.

Benefit: You gain a +2 bonus to your EAC while piloting a mobile suit. Additionally if you are in the engineering or gunner role of a starship your ship's TL is increased by 1. This effect does not stack with itself.

MECHA MAGE

Prerequisites: Proficiency with mobile suits, Mysticism 5 ranks.

Benefit: You can control mobile suits with Mysticism instead of Piloting. If using a crystal control grid, you gain a +2 bonus on Mysticism checks made to pilot a mobile suit.

MOBILE SUIT PROFICIENCY

Prerequisites: Proficiency with powered armor OR Piloting 5 ranks.

Benefit: You gain proficiency in mobile suits.

MOBILE SUIT EXPERT

Prerequisites: Proficiency with mobile suits, Sky Jockey.

Benefit: You gain a +2 competence bonus on checks pertaining to controlling a mobile suit. Additionally, if you are also proficient in powered armor, you get a +1 competence bonus on Athletics and Acrobatics checks made in powered armor.

VIRTUAL VIRTUOSO

Prerequisites: Proficiency with mobile suits, Computer 5 ranks.

Benefit: You can control mobile suits with Computers instead of Piloting. You gain a +4 bonus on all checks to avoid your mobile suit being shut down, overloaded, stunned, or otherwise hacked by electronic or digital means.

UNIQUE ARMOR UPGRADES FOR MOBILE SUITS

Please note that the prices of these upgrades have the 10x price multiplier incurred when buying mobile-suit-sized versions of normal equipment already applied.

BOOSTER SYSTEM

Price 50,000

Level 6

Slots 2

Armor Types mobile suit

Bulk 20

This armor upgrade increases a mobile suit's built-in flight capabilities with a multitude of strategically placed rocket boosters. The mobile suit increases its fly speed to its land speed with perfect maneuverability, and increases its zero-g move speed to double its land speed. However, flying in this fashion costs 1 energy each round. Activating or deactivating the booster system is a swift action.

CHARGED POWER CORE

Price 45,000

Level 6

Slots 1

Armor Types mobile suit

Bulk 20

Mobile suits with this upgrade increase their capacity by +100, and gain +1 energy/round.

CRYSTAL CONTROL GRID

Price 36,000

Level 5

Slots 1

Armor Types mobile suit

Bulk 10

Mobile suits with this upgrade can be controlled using either Piloting or Mysticism. When using Mysticism to control the mobile suit, the pilot calculates their delta values (Δ) using Mysticism.

DARKHEART CORE (CURSED)

Price -

Level 10

Slots 1

Armor Types mobile suit

Bulk 20

This powerful core is cursed with one of a variety of unsavory and undesirable curses, haunted by some sort of trapped malicious spirit, or is the result of fell magics or influences. The mobile suit increases its capacity by +150, and gains +2 energy/round.

However, each round in combat there is a cumulative 1% chance that the core will go berserk. If the mobile suit killed a creature on its previous turn it increases the chance to go berserk by 3% instead of 1%. If the mobile suit goes berserk the player gains the confused condition and loses 10% chance to go berserk per round (rather than gaining 1%). When the mobile suit has a 0% chance to go berserk, it loses the confused condition. The confused condition is actually inflicted on the mobile suit itself and is a result of it actively attempting to harm those around it. This means the condition cannot be prevented by things like the pilot's Will save or immunities to mind-affecting effects.

While piloting a mobile suit with a darkheart core the pilot gains a +2 bonus on Piloting checks made to attempt decidedly evil actions as the mobile suit gets giddy with psychotic elation.

Obtaining: A Darkheart Core appears as a Charged Power Core and is only revealed to be one with a DC 30 Mysticism check. Any given core can *actually* be a Darkheart Core when purchased; a GM should roll a % chance, the threshold being anywhere between 1-10% depending on how shady the mobile suit equipment dealer is. A Darkheart Core can also be obtained by pacting with fell forces or by accident- evil creatures can curse a normal core to become a Darkheart Core. A particularly evil pilot can even taint a core (temporarily or permanently) to become one if they take particularly evil actions while in a mobile suit with a power core (any mobile suit-exclusive armor upgrade with the word 'core' in the name).

DRONE PILOT SYSTEM

Price 2,000 (Dummy System), 170,000 (ACU)

Level 1 (Dummy System), 10 (ACU)

Slots 1

Armor Types mobile suit

Bulk 20

Mobile suits can be converted so they do not need a pilot. These mobile suits are outfitted with simple mechanics and administered by low tier AIs. These are used as sparring partners, basic perimeter defense drones, or as a way to fill the ranks of a military short on pilots. They come in two tiers: a basic package for simple mobile suits called a "Dummy System" and a more expensive higher tier package, called the "Autonomous Control Unit" (or ACU), for higher end mobile suits. Dummy systems are commonly installed on economy mobile suits as it would be wasted on anything fancier. A mobile suit may only have one drone pilot system in it and it cannot be installed in a unit that has a pilot.

DUMMY SYSTEM

CR 1

HP 20

Fort +2 **Ref** +2 **Will** +2

BAB +1

Stats Str -; Dex +4; Con +1; Int -1; Wis +0; Cha +1

Skills Piloting +1 (total of +5 with Dex)

AUTONOMOUS CONTROL UNIT

CR 10

HP 170

Fort +10 **Ref** +10 **Will** +10

BAB +10

Stats Str -; Dex +5; Con +1; Int -1; Wis +0; Cha +1

Skills Piloting +10 (total of +15 with Dex)

ELEMENTAL POWER CORE

Price 105,000

Level 10

Slots 1

Armor Types mobile suit

Bulk 20

Using the concept behind golemancy, these power cores house elemental spirits that are drawn upon to power mobile suits. Mobile suits with this upgrade gain +1 energy/round, grant the pilot energy resistance equal to their delta value (Δ) against the core's damage

type, and all weapons connected to the core that target EAC have their damage type changed to the core's damage type.

TABLE 1-1: ELEMENTAL POWER CORES

Core Type	Damage Type
Cryo Core	C (cold damage)
Dark Core	NE (negative energy damage)
Pyro Core	F (fire damage)
Storm Core	E (electricity damage)

HOLO-CONTROL SCHEME

Price 36,000

Level 5

Slots 1

Armor Types mobile suit

Bulk 10

Mobile suits with this upgrade can be controlled using either Piloting or Computers. When using Computers to control the mobile suit, the pilot calculates their delta values (Δ) using Computers.

HYPERSPACE MODULE

Price 170,000

Level 10

Slots 2

Armor Types mobile suit

Bulk 20

This armor upgrade allows a mobile suit to enter hyperspace to traverse large distances of space faster, as a spaceship would. In order to engage a hyperspace module, a mobile suit must remain stationary for 1 minute while charging the hyperspace module.

STAR HEART CORE (ARTIFACT)

Price -

Level 20

Slots 1

Armor Types mobile suit

Bulk 20

This powerful mobile suit power core is made out of a Dökkálfar star-heart, the hearts of the mysterious sentient suns from the plane of Milliheim. Mobile suits with this upgrade increase their capacity by +300, gain +3 energy/round, and double their base land speed.

Source: Dökkálfar and The Houses of the Umber Worlds (LRGG)

CLASS SUPPORT

ANTI-ARMOR

[SOLDIER GEAR BOOST]

Prerequisites: 7th level

As a standard action you can make a single attack with a heavy weapon against a mobile suit and deal damage normally. Alternatively, once per day you can pay 1 RP after having successfully hit a mobile suit with a heavy weapon (but before damage has been rolled) to have that attack deal damage normally.

Note: While this is designed to work for mobile suits, suitably similar player-scale vehicles that take damage differently due to their size may be affected in the same fashion as a mobile suit with GM approval.

Source: Starfinder Core Rulebook (Paizo Publishing)

MASTER OF THE STARS

[PSIONIC POWER]

Resolve Investment: 3

While employing psychic kung fu and making unarmed strikes against mobile suits or starships you deal damage normally (as if you were a creature or vehicle of the same scale).

Source: Classes of Red Sector (Little Red Goblin Games)

MECH-JACKER

[TECHNOMANCER MAGIC HACK]

Prerequisites: Robot Influence, 9th level

You can target mobile suits, and their pilots, with mind-affecting effects, despite them acting as mindless constructs.

Source: Starfinder Core Rulebook (Paizo Publishing)

MOBILE SUIT SABOTEUR

[OPERATIVE EXPLOIT]

Prerequisites: Engineering 6 Ranks, Proficient in Mobile Suits

For your debilitating trick you can attempt to sabotage a mobile suit currently in use. The pilot must make a Piloting check or suffer the stunned condition for 3 rounds. A creature who has successfully been shut down in this fashion gains a +4 circumstance bonus on Piloting checks made to resist it for 24 hours. You do not need to be in a mobile suit to use this on a mobile suit.

Source: Starfinder Core Rulebook (Paizo Publishing)

OVERLOAD MOBILE SUIT

[MECHANIC TRICKS]

Prerequisites: Proficient in Mobile Suits

You can use your overload class feature on mobile suits.

Source: Starfinder Core Rulebook (Paizo Publishing)

THE OMEGA VECTOR

(OMEGA THE VIRAL)

[DRAGOON ORDER]

Omega the Viral, the elder dragon of this order, did not die as her kindred did but instead dissolved her consciousness into the net when she died and lives on for centuries as a digital avatar guiding her order. She is spread like a virus, infecting hundreds of thousands of computers to satiate her need for greater storage space for her ever-expanding consciousness. Despite this she is wise and has collected what might be the greatest archive of forbidden knowledge in the multiverse. When her body died she used it to create digital paladins of her followers who go out and seek forbidden knowledge and protect the communication channels. The dragoons of her order can be found in small bands running her secret missions in deep space. They are used as guards for libraries and hubs of data storage, and crusade for valuable forbidden knowledge for their viral mistress.

Oath: You must swear yourself to Omega, the transmission of her virus, and to acquire knowledge for her. She embraces the free flow of information that betters the world, prizes wisdom above all else, and promotes the development of technology and the sciences.

Element: Electricity

Armor: mobile suit (knight)

Bonus Class Skill: Computers (Int)

Mobile Suit [1st Level]: You become proficient in piloting mobile suits and begin play with a knight class mobile suit. If you are not playing in a game where mobile suits are common, it is an economy style mobile suit.

Viral Vector [5th Level]: You can use the overload class feature of the mechanic, and you may additionally target mobile suits. This represents you transmitting part of the Omega Virus to the target.

Mobile Suit Maven [9th Level]: You gain a +2 bonus on piloting mobile suits. In addition, your mobile suit loses the economy style, if it has it.

Omega's Tendrils [13th Level]: Weapons the deal electricity damage that has the arc critical effect or first arc special property trigger the overload class feature automatically for free the first time you hit a creature per day.

Burst Transmission [17th Level]: You can always engage in hyperspace travel as if you had a hyperspace module equipped. However, rather than use a normal hyperspace transit you instead jump into a digital realm and emerge at your destination. There does not need to be a digital source or piece of technology present at the location as Omega herself guides your transit.

Source: Dragoon (LRGG)

MOBILE SUITS IN RED SECTOR

Red Sector is a big place with a decentralized economy so mobile suits are hard to come by. Several major powers do make use of them however and a few production companies manufacture them to sell to the highest bidder.

SIDEBAR: WHAT IS RED SECTOR?

It is a campaign setting that all Little Red's science fiction material is couched in. Any material published by Little Red for Starfinder (and more) can be found in Red Sector.

THE THAUNIC EMPIRE

The Thaun's most common form of mobile suit is called the "Warhawk". In line with their winged appearance, these simple but efficient mobile suits are designed for the void and sport great wings. These are void style mobile infantry equipped with a longarm and a buzzblade staff. More complex and powerful mobile suits are employed by the Thaunic Empire's space forces. They primarily see use as space-to-ground combatants where they establish beachheads to land more troops and piece orbital defenses.

THE PEAKING CRANE CLAN

The finest mobile suits in Red Sector are made by the economically minded gaoth and none are finer than those made by the The Peaking Crane Clan. They have both mass production facilities for them and labs where they produce custom mobile suits. If you're looking for a mobile suit in Red Sector- pick Peaking!

TARRASQUE HUNTERS

Ancient and powerful living mobile suits left over from the days before the species of Red Sector had fire exist as weapons to fight the tarrasques. There are believed to be only a dozen of these terrifyingly powerful mobile suits left and no one is willing to admit they have such a deadly superweapon. It is said that, in the hands of a legendary skilled pilot, they can stave off a tarrasque attack alone and crush planets with their might. Only three are confirmed to exist and are employed by the League of Worlds to aid in the event of a tarrasque attack.

The remaining tarrasque hunters are in poor shape and to lose them would be catastrophic. Because of this they are only used when all hope is lost and are hidden away when not being used.

THE TRASH HORDES OF THE GO-KING TRIBE

The techno-barbarians of The Losts kitbash together various mobile suits they have scavenged and use them in their mercenary escapades. The Go-King tribe has made mobile suits their forte; they made a name for themselves by mastering their maintenance, design, and deployment. These are typically yoski-style walkers employed en masse; they are a screaming mass of mismatched metal and chrome flying out of the void to attack whatever unfortunate soul gets in their way. It's an open secret that they are being fed parts and know-how from various benefactors who direct the trash hordes at their rivals. The Go-King tribe is fine with this and is not-so-secretly stockpiling equipment and ammunitions to one day stage the conquest of a civilized planet.

STAR CRUSADES

The elven colony world of Elessar was destroyed by a Tarrasque incursion and now the elves on their endless star crusades make use of lance-wielding mobile suits. They are knight mobile suits with crystal control grids that the most talented mystics among them pilot into battle to slay their foes. Most of their mobile suits they use defend their ships by fighting on their hulls and providing powerful ground assault capacity when needed. Their mobile suits are produced by the Peaking Crane Clan.

ONI-GOROSHI

The Yato Ryu, a group of demon slaying space ninjas, employ small scout mobile suits for their emergency response squads. These mobile suits are occasionally used to battle kaiju-sized demons who escape the control of negligent demon summoners and occultists trying to invoke fell powers. They are nimble, covered in arcane runes, able to cloak, and resemble nothing so much as slim oni. They are deployed in pairs, one red and the other blue, and they fight in a mesmerizingly graceful way that allows them to work in perfect unison when taking down a demon.

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