

Avalon Games



Infinite
Futures

Infinite
Mecha



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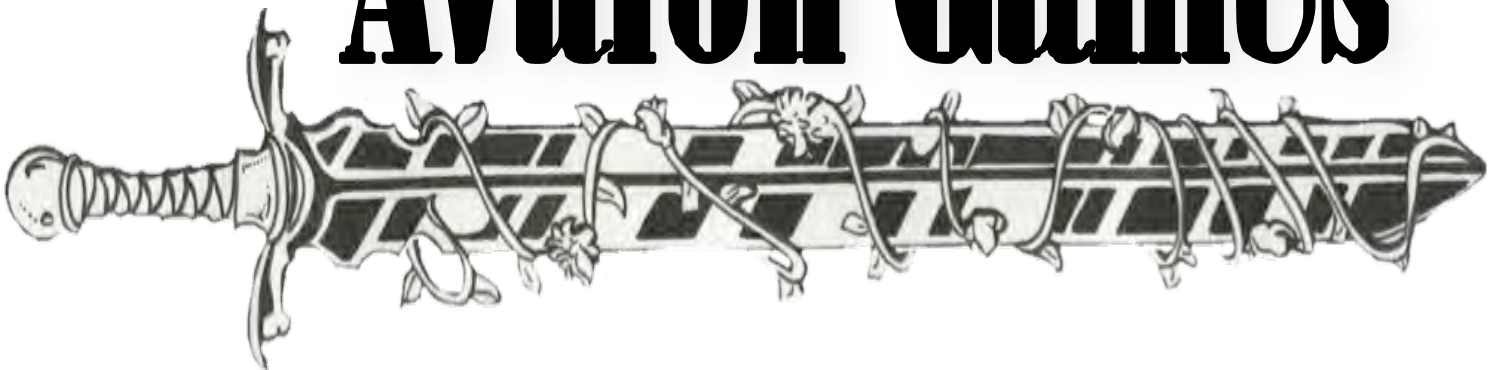
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Mecha in Infinite Frontiers

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



New Character Prestige Class

Mecha Ace

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

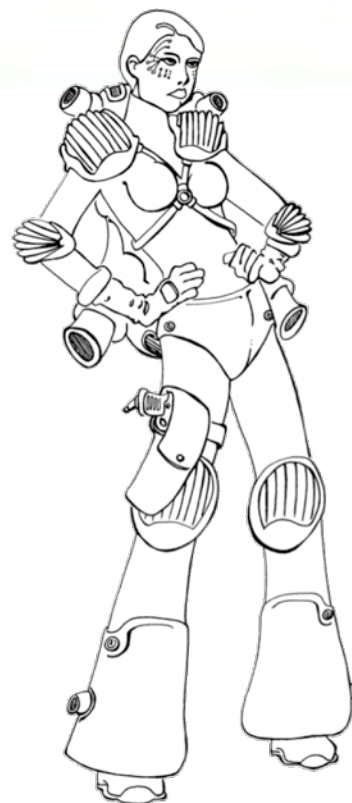
Hit Dice: D6

Class Skills:

Acrobatics, Climb, Computer Use, Diplomacy, Drive, Engineering, Intimidate, Knowledge (Mecha, Starships), Navigation, Perception, Survival, Stealth

Skill Points at each level: Int +6

Starting Funds: (2D8+3)x100 sbc



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

Weapon and Armor Proficiency - Mecha Aces have proficiency with Light Armor and Laser Firearms

Starting Equipment - A Mecha Ace starts with a Flight Suit and Helmet, a Laser Pistol, a Fast Use Medkit, a Tool Kit and a Universal Communicator.