

The cover art features a large, detailed illustration of a Gundam mobile suit's head in the center, with glowing red eyes. To the right, a smaller Gundam is shown in flight against a starry space background. In the foreground, a collage of various characters from the Gundam franchise is depicted, including pilots in their suits and other figures. The overall color palette is dominated by blues, purples, and greys, with highlights of red and yellow. The title 'MOBILE SUIT GUNDAM' is written in a stylized font, with 'MOBILE SUIT' in white and 'GUNDAM' in green. Below it, 'ROLE PLAYING GAME' is written in white. The 'G' in 'GUNDAM' is a large, golden, stylized letter. The background also features a large, golden 'G' logo on the left side.

MOBILE SUIT
GUNDAM
ROLE PLAYING GAME

CORE RULEBOOK

**A Dungeons & Dragons 5th Edition Conversion
designed and maintained by Midnight Hatter**

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Introduction

Welcome to the war-torn world of the anime classic, Mobile Suit Gundam. Here you will find the rules for playing a role playing game set in the Universal Century of Gundam. To say that the rules have been heavily inspired by Dungeons & Dragons 5th Edition is an understatement. If you are familiar with the rules and mechanics of that game, you will have no trouble adapting to Gundam 5e.

That said there are a few guiding principles and key differences to be aware of when playing Gundam 5e that will be covered in greater detail later on in the rules, but keep them in mind when starting a new game.

Dice

In order to play this game, you will need a full set of polyhedral dice (d4, d6, d8, d10, d12, d20) or your favorite dice rolling app or virtual tabletop. The dice conventions in this game are the same as other popular tabletop RPGs such as Dungeons & Dragons.

Reading this Book

While reading the rules of Gundam 5e, there are several common notations and formatting practices to be aware of.

Personnel Combat vs Armored Combat

This game relies on a differentiation between on-the-ground infantry combat, referred to as “Personnel Combat” and fighting in mobile suits, mobile armors and other combat crafts called “Armored Combat.” While mixed tactics combat is not only supported, but encouraged, certain abilities, upgrades, class features, and weapons have different properties when used in Personnel Combat versus Armored Combat. You will find separate lists for weapons and upgrades based on whether they are carried and used by personnel or by combat crafts.

Movement & Range

The unit of measurement in this game is *meters*. You will often see the range of weapons and abilities listed with two values, a number followed by a number in brackets; “10 [100].” This is used to indicate first the range in meters when the ability is used on foot or in Personnel Combat, and then the range when used in Armored Combat.

For example, the Executant’s Inspiration class feature can be used on targets up to 10 meters away while on foot, but this range extends to 100 meters when both the player and their target are in a combat craft or mobile suit. If either the acting player or the target of the effect are not in a combat craft or mobile suit, always default to the Personnel range.

Furthermore, weapon ranges are a subject of much debate. While the maximum range of most ballistic firearms even in contemporary settings vastly outclass weapon ranges in this ruleset, bear in mind that weapon ranges are *effective* range, not maximum range. In universe, the disruptive impact of Minovsky particles reduces the efficacy of targeting systems. Just because a firearm can shoot over several kilometers, doesn’t mean that a human being can hit a moving target at that range.

Flavor Over Function

This may be a difficult concept to wrestle with, but the vast majority of content in this ruleset is designed for flavor instead of realism.

For example the idea of Hit Points in general is hotly debated in RPG circles as being unrealistic. The way hit points are interpreted in this game is not that every “hit” is an open wound, but rather that attacks weaken a unit’s resolve to continue fighting. In this way, it’s not uncommon to see a mobile suit “recover” armor points almost supernaturally (take for example the ending of the Ez-8 vs Gouf Custom duel).

The main thing to keep in mind while reading these rules is that not every gameplay mechanic is to be taken literally. Mechanics are meant to be abstractions of concepts taken from the base Dungeons & Dragons system and Gundam lore respectively.

Design Principles

The five chief considerations when creating this ruleset were balance, customization, lore accuracy, ease of use, and entertaining gameplay. Balancing these five pillars is no easy task so keep this in mind when adding content or additional mechanics to the core system.

Balance

Every mobile suit, weapon, or class should have its own unique benefits but should also have costs associated with its use. Any piece of content that would somehow invalidate or make redundant another piece should not be considered. Follow the simple rule; the greater the benefit, the greater the cost.

Customization

Many players desire to personalize as many aspects of their character as possible. To that end, mobile suits are only restricted to weapons and upgrades insofar as they must have hands/manipulators to use them and upgrade slot availability. Upgrade slots are a balancing mechanic that allows players to customize to a certain degree without breaking the system entirely.

Lore Accuracy

Though not everything in this ruleset is 100% accurate to the lore, all of it is flavored to be compatible with existing technology and culture as featured in the Gundam universe. To that end, you will not find body horror cyborgs or characters that fling fireballs in this setting.

Ease of Use

Keep it simple, stupid. Although some players may prefer a more lore accurate or gritty and realistic experience, managing such a game can become a chore for players and especially game masters. While fuel mechanics, exploding ammo caches, or recharging racks for beam weapons may sound appealing on paper, they can quickly bog down gameplay with copious amounts of bookkeeping. There are approved optional rules for game masters who are willing to take on these tasks, but the benefit of additional mechanics does not often outweigh the cost of adding them.

To that end, when considering additional mechanics for Gundam 5e, first determine whether the mechanic adds enough enjoyment or solves a problem that exists in the game. If you want complexity for complexity's sake, consider Mekton Zeta instead.

Entertaining Gameplay

Are we having fun yet? The whole point of this game is to live out your fantasy as a mobile suit pilot in the One Year War and beyond. While many of these considerations we've discussed so far apply to the system as a whole, the most important thing is whether everyone at *your* table is having fun. Some players want to be an anime main character while others prefer gritty realistic military melodrama. Feel free to tweak and bend the rules as you see fit to keep everyone in *your* group happy and rolling dice.

You may, as a game master, prefer to restrict players only to timeline accurate machines or simply say "no Newtypes." That's all good, and there's nothing wrong with telling a player, even a good friend, this won't be the game for you. So throw out the first four design ideas and focus on this one. If you prefer that mobile suits be more unbalanced or encourage players to play as homebrew alien races, do it! As long as everyone at the table buys in, it's all good.



MOBILE SUIT GUNDAM SE: ROLEPLAYING GAME



Step By Step Character Creation

1. Choose a Race

While the Gundam Universe by and large does not have varied Races like other Role Playing Games, you do have the option of selecting whether you are an Earthnoid or a Spacenoid. Each option has unique benefits.

Additional Races

The base Gundam 5e rulebook covers the Universal Century roughly from 0068-0097. Additional campaign settings may introduce additional race options such as Moonrace in the Dark History era or Martians in F91 and Iron Blooded Orphans.

2. Choose a Class

Your character's class reflects their proficiency and proclivity toward certain roles in combat and in society. It determines what tactics and actions the character would employ in various encounters. This should not be confused with a character's job or career. An Infiltrator is as likely to work in a motor pool as a Newtype is to be a gunnery chief.

3. Determine Ability Scores

Nearly all of your character's actions are influenced by their various Ability Scores, which represent a number of factors including, but not limited to their fitness, education, attractiveness, & intuition. The six Ability Scores used in Gundam 5e are Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA).

4. Choose a Background

Your character's background includes details about their job, their family & friends, and their motivation & goals. You may select from the example Backgrounds provided or make a new one with the help of your Game Master. A complete Background will offer additional Skill Proficiencies, features, and characteristics.

5. Flesh Out Your Character

Here you may describe your character in greater detail. What is their name? What is their physical appearance? Outline the Traits, Bonds, Ideal, & Flaws from their Background. Describe how they came to be a soldier or involved in the One Year War and beyond.

6. Choose Equipment

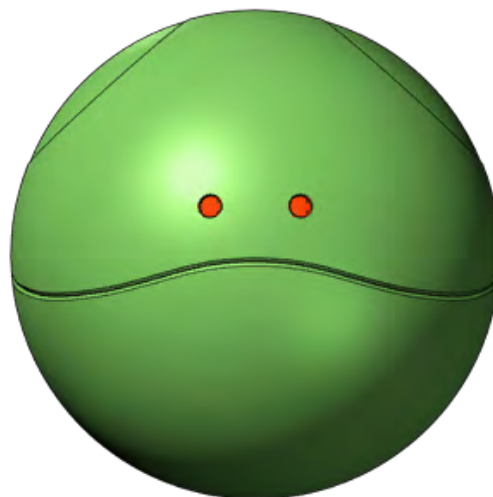
With your character complete, outfit them with traveling gear, weapons, and a craft to use in combat if necessary. Each Class has suggested starting equipment or you may choose to use a starting amount of gilla and invest in gear yourself if permitted by your Game Master.

7. Party Up

A lone adventurer trying to survive the horrors of the One Year War would not last long without allies. Gather your friends into a party and use teamwork and cooperation to survive and thrive in the Universal Century. Work with your Game Master and party to decide how your characters met, what their shared goals are, and what perils they might face.

Warring Factions

While it may be easiest to decide that all of the party characters are either Federation or Zeon soldiers, a mixed party could find reasons to ally with one another. Take for example Shiro and Aina, though serving in opposing armies working together to undermine Ginias and the Apsalas Project. Do not feel restricted to playing out a simple two-sided campaign.



Race

In the Universal Century, nearly 100 years have passed since humanity moved into space using giant rotating cylinders held in Earth's orbit at specific stable locations called Lagrange Points. The humans born in the colonies bear a strong resemblance to those born on Earth, but there are minor differences between the two, reflecting the difference in their environment and upbringing.

Earthnoids are born and raised on Earth while Spacenoids are born and raised in the colonies, on the lunar surface, or on one of the various mining asteroids. There is a degree of racial animosity between Earthnoids and Spacenoids, largely as a result of the average wealth disparity between the two. As there is no physical difference in appearance however, this does not often arise unless a character's origin is explicitly brought up.

Earthnoid

Those born on earth are usually hardier and more stalwart than their space-faring counterparts. Often from wealthy backgrounds, Earthnoids eat well, live well, and often have prestigious jobs as long as they are not one of the countless war orphans created by the One Year War. While their souls are weighed down by gravity, their bodies are stronger for it.

Size

Earthnoids range from about 5 to 6 feet tall. Your combat unit size is Small.

Speed

Your base walking speed is 10 meters.

Ability Score Increase

Your Constitution score increases by 2.

Skills

You gain proficiency in two skills of your choice.

Feat

You gain one feat of your choice.

Spacenoid

Raised in the low-gravity environment of the space colonies, Spacenoids are humans with slenderer frames than their Earth-born cousins but possess increased perceptiveness and intuition. Spacenoids often exhibit great ease developing technical skills and operating heavy machinery, including Mobile Suits. They are gifted learners and savvy interpersonal communicators.

Size

Spacenoids range from about 5 to 6 feet tall. Your combat unit size is Small.

Speed

Your base walking speed is 10 meters.

Ability Score Increase

Your Intelligence Score increases by 1, and your Wisdom score increases by 1.

Skills

You gain proficiency in two skills of your choice.

Feat

You gain one feat of your choice.



Class

Each character has a particular set of talents and inclinations granted to them as a result of their Class. As stated in the quick notes, a Class is not simply shorthand for a job title or career path, but rather a character growth path that informs the role a character will play and the tactics they employ in combat or when facing the various challenges set before you in a campaign.

There are a total of **eight** classes to choose from in Gundam 5e. Each represents a unique role within the group in narrative or combat.

The Cyber-Newtype

An artificially enhanced Newtype with psychic powers drawn out willingly or unwillingly.

Hit Die: 1d6

Core Ability: Charisma

Save Proficiency: Constitution & Charisma

The Executant

An inspiring presence on the battlefield.

Hit Die: 1d8

Core Ability: Charisma

Save Proficiency: Dexterity & Charisma

The Fighter

A martial combat expert at home only on the battlefield or in a boxing ring.

Hit Die: 1d10

Core Ability: Strength or Dexterity

Save Proficiency: Strength & Constitution

The Infiltrator

A scoundrel that relies on sabotage and subterfuge to advance their goals.

Hit Die: 1d8

Core Ability: Dexterity

Save Proficiency: Dexterity & Intelligence

The Newtype

An awakened empath with latent psychic talents.

Hit Die: 1d8

Core Ability: Wisdom

Save Proficiency: Wisdom & Charisma

The Scout

A keen-eyed ranged combat specialist at ease on the fringes of civilization.

Hit Dice: 1d10

Core Ability: Dexterity & Wisdom

Save Proficiency: Strength & Dexterity

The Sentinel

A stalwart defender committed to protecting important people & locations.

Hit Die: 1d10

Core Ability: Strength

Save Proficiency: Strength & Constitution

The Engineer

An engineer or operator with a diverse range of skills in crafting, repairs, & more.

Hit Die: 1d8

Core Ability: Intelligence

Save Proficiency: Intelligence & Wisdom

You may optionally roll for a random class using the table below if you wish.

1d8	Class
1	Cyber-Newtype
2	Executant
3	Fighter
4	Infiltrator
5	Newtype
6	Scout
7	Sentinel
8	Engineer

Once you have selected a class, you may proceed to your selected class's section to continue building your character.



Cyber-Newtype

The heartless pink eyes of a Psycho Gundam flash as a young woman summons the hulking metal monstrosity to her side by her very will alone.

Specks of green light dash around the void of space before a young man whispers, “fire...” and a criss-cross of lasers from all directions carve a Federation battleship to shreds.

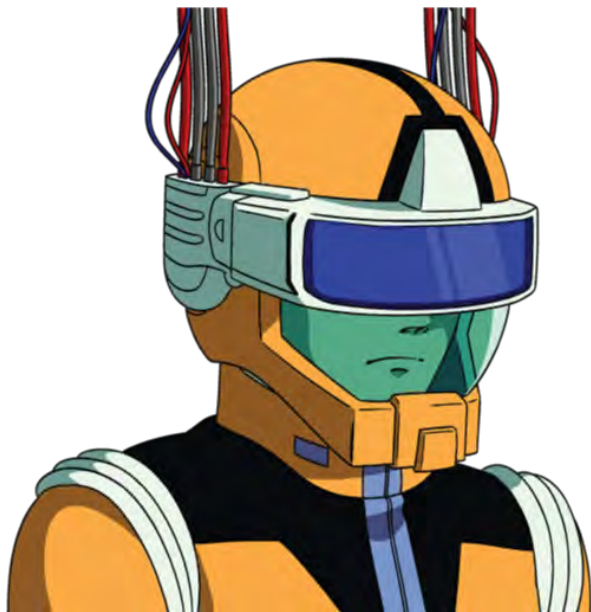
An old soldier near death cries out and reaches with his spirit through the hull of a mobile suit to crush the mind of a young Gundam pilot, reducing him to the intelligence of a child.

Cyber-Newtypes are not born, but forged through hypnosis, drug therapy, and surgical implants if necessary. Some choose to undergo the process willingly, but most are unwilling subjects of brutal experimentation. Their powers are often immense and frightening. The gifts come at a cost; the subjects of these experiments suffer from haunting nightmares, psychological damage, and memory loss.

Power... at a Cost

Cyber-Newtypes are extremely uncommon, possibly even more so than true Newtypes. The sad reality is that many do not live long enough to reach their full potential, and even fewer survive the struggle of war.

Cyber-Newtypes can have complex motives for adventure. Some seek higher purpose while others may simply wish to recover lost memories. Some embrace their curse whilst others try to lead a normal life in spite of it.



Creating a Cyber-Newtype

First you must decide whether your character was the victim of horrific experimentation or they were driven to expand their powers for a singular purpose such as an ideal or revenge.

How do you feel about the procedure that was carried out on you? Do you have any regrets about it? Do you embrace your new powers? Perhaps you feel a lofty sense of purpose as a result of your enhancement. Or maybe you feel entitled to subjugate your lessers.

Quick Build

You can quickly make a Cyber-Newtype with the following suggestions. Your highest Ability Score should be Charisma, followed by Constitution. Next, select the Vagrant background. Finally select the following starting Newtype Talents:

Class Features

As a Cyber-Newtype you gain the following Class Features.

Hit Points

Hit Dice: 1d6 per Cyber-Newtype level

Hit Points at 1st Level: 6 + your CON Modifier

Hit Points at Higher Levels: CON Modifier (Minimum 1) per Cyber-Newtype level after 1st

Proficiencies

Body Armor: none

Weapons: Small Arms, Bladed Weapons

Tools: none

Saving Throws: Constitution, Charisma

Mobile Weapons: General MS, Psycommu MS

Skills: Choose two from Computer Use, Deception, Insight, Intimidation, Persuasion, and Performance

Equipment

You start with the following equipment in addition to your background:

- (a) any basic melee weapon
- (a) a Common Mobile Suit (value 100k or below)
- (a) a mobile weapon special weapon Ultra Rare or below, or an advanced mobile weapon ranged weapon
- (a) a basic mobile weapons melee weapon
- a pocket knife

Newtype Talents

As a result of your intensive training and therapy you have unlocked the latent psychic abilities. This psychic power manifests in the form of Newtype Talents. See *Using Talents* for the general rules of talents and the *Talents* section to see the Cyber-Newtype exclusive Talent List.

At-Will Talents

At first level, you know four At-Will Abilities of your choice from the Cyber-Newtype Abilities list. You learn additional At-Will Abilities at higher levels, as shown in the At-Will Abilities column of the Cyber-Newtype Class Table

Talent Slots

The following table shows how many talent slots you have to use your Cyber-Newtype abilities of 1st level and higher. To use one of these abilities, you must expend a slot of the talent level or higher. You regain all expended talent slots when you finish a long rest.

The Cyber-Newtype Table

Level	Prof Bonus	Cyber Points	Cyber Features	At-Will Talents	Talents Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	-	NT Abilities, NT Origin	4	2	2	-	-	-	-	-	-	-	-
2nd	+2	2	Cyber Enhancement	4	3	3	-	-	-	-	-	-	-	-
3rd	+2	3	Psychic Exertion	4	4	4	2	-	-	-	-	-	-	-
4th	+2	4	ASI or Feat	5	5	4	3	-	-	-	-	-	-	-
5th	+3	5		5	6	4	3	2	-	-	-	-	-	-
6th	+3	6	NT Origin Feature	5	7	4	3	3	-	-	-	-	-	-
7th	+3	7		5	8	4	3	3	1	-	-	-	-	-
8th	+3	8	ASI or Feat	5	9	4	3	3	2	-	-	-	-	-
9th	+4	9		5	10	4	3	3	3	1	-	-	-	-
10th	+4	10	Psychic Exertion	6	11	4	3	3	3	2	-	-	-	-
11th	+4	11		6	12	4	3	3	3	2	1	-	-	-
12th	+4	12	ASI or Feat	6	12	4	3	3	3	2	1	-	-	-
13th	+5	13		6	13	4	3	3	3	2	1	1	-	-
14th	+5	14	NT Origin Feature	6	13	4	3	3	3	2	1	1	-	-
15th	+5	15		6	14	4	3	3	3	2	1	1	1	-
16th	+5	16	ASI or Feat	6	14	4	3	3	3	2	1	1	1	-
17th	+6	17	Psychic Exertion	6	15	4	3	3	3	2	1	1	1	1
18th	+6	18	NT Origin Feature	6	15	4	3	3	3	3	1	1	1	1
19th	+6	19	ASI or Feat	6	15	4	3	3	3	3	2	1	1	1
20th	+6	20	Superior Restoration	6	15	4	3	3	3	3	2	2	1	1

Talent Usage

Charisma is your ability modifier for your Newtype Talents, since the power of your mind relies on your ability to project your will into the world. You use your Charisma whenever a talent refers to your using ability modifier. In addition, you use your Charisma modifier when setting the saving throw DC for a Newtype talent you use and when making an attack roll with one.

Talent save DC = 10 + your proficiency bonus + your Charisma modifier

Talent attack modifier = your proficiency bonus + your Charisma modifier + 2

Newtype Origin

At present, there is only one Origin available to Cyber-Newtypes; *Unstable Mind*. This Newtype Origin grants you features at 1st level, and again at 6th, 14th, & 18th level.

Cyber Enhancement

At 2nd level, you tap into a deep wellspring of psychic power within yourself. This is represented by cyber points, which allow you to create a variety of psychic effects.

Cyber Points

You have 2 cyber points, and you gain more as you reach higher levels, as shown in the Cyber Points column of the Cyber-Newtype table. You can never have more cyber points than shown on the table for your level. You regain all spent cyber points when you finish a long rest.

Talent Flexibility

You can use your cyber points to gain additional talent slots, or sacrifice talent slots to gain additional cyber points. You learn other ways to use your cyber points as you reach higher levels.

Creating Talent Slots. You can transform unexpended cyber points into one talent slot as a bonus action on your turn. The following table shows the cost of creating a talent slot of a given level. You can create talent slots no higher in level than 5th. Any talent slot you create with this feature dissipates when you finish a long rest.

Creating Talent Slots

Talent Slot Level	Cyber Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Converting a Talent Slot to Cyber Points. As a bonus action on your turn, you can expend one talent slot and gain a number of cyber points equal to the slot's level.

Psychic Exertion

At 3rd level, you gain the ability to twist your talents to suit your needs. You gain two of the following Psychic Exertion options of your choice. You gain another one at 10th and 17th level.

You can use only one Psychic Exertion option on a talent when you use it, unless otherwise noted.

Precision Talent

When you use a talent that forces several targets to make a saving throw, you can protect some of those targets from the talent's full force. To do so, you spend 1 cyber point and choose a number of those targets up to your Charisma modifier (minimum of one). A chosen target automatically succeeds on its saving throw against the talent.

Distant Talent

When you use a talent that has a range of 1 [50] meters or greater, you can spend 1 cyber point to double the range of the talent.

When you use a talent that has a range of touch, you can spend 1 cyber point to make the range of the talent 10 [250] meters.

Empowered Talent

When you roll damage for a talent, you can spend 1 cyber point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

You can use Empowered talent even if you have already used a different Psychic Exertion option during the using of the talent.

Extended Talent

When you use a talent that has a duration of 1 minute or longer, you can spend 1 cyber point to double its duration, to a maximum duration of 24 hours.

Focused Talent

When you use a talent that forces a target to make a saving throw to resist its effects, you can spend 3 cyber points to give one target of the talent disadvantage on its first saving throw made against the talent.

Quickened Talent

When you use a talent that has a using time of 1 action, you can spend 2 cyber points to change the using time to 1 bonus action for this use.

Sleight Talent

When you use a talent, you can spend 1 cyber point to use it without drawing attention to yourself. You will be discovered when the talent has resolved.

Twinned Talent

When you use a talent that targets only one target other than self, you can spend a number of cyber points equal to the talent's level to target a second target in range (1 cyber point if the talent is an At-Will talent).

To be eligible, a talent must be incapable of targeting more than one target at the talent's current level; you cannot add targets to a talent with multiple targets.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You may forego the Ability Score Increase and select a Feat from the Feats List instead.

Superior Restoration

At 20th level, you regain 4 expended cyber points whenever you finish a short rest.

Unstable Mind

Due to the severe trauma inflicted upon you as a result of your enhancements, you suffer from terrible psychic scarring and side effects.

Psychic Surge

Your Newtype Talents can unleash surges of psychic power. Once per turn, the Game Master can have you roll 1d20 after you've used a Talent of 1st level or higher. If you roll a 1, roll on the Psychic Surge Table to create an effect. If it is a talent, you cannot apply Psychic Exertion. It does not require concentration to maintain and lasts its full duration.

Psycho Channel

Starting at 1st level, you can channel your psychic energy to gain advantage on one attack roll, ability check, or save. Once you do so, you must finish a long rest before you can use this feature again.

Any time before you regain the use of this feature, the Game Master can have you roll on the Psychic Surge table immediately after you use a Newtype talent of 1st level or higher. You then regain the use of this feature.

Precognition

Starting at 6th level, when another target you can see makes an attack roll, an ability check, or a save, you can use your reaction and spend 2 cyber points to roll 1d4 and apply the number rolled as a bonus or penalty to the target's roll. You can do so after the target rolls but before any effects of the roll occur.



Extensive Psychotherapy

At 14th level, you gain a modicum of control over psychic surges. Whenever you roll on the Psychic Surge table, you can roll twice and use either number.

Talent Overcharge

Once per turn beginning at 18th level, when you roll damage for a talent and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add that roll to the damage.

Psychic Surge Table

d100	Effect
1 - 2	Roll on this table at the start of your turns for one minute, ignoring this result on subsequent rolls.
3 - 4	For the next minute, you can see any obscured target if you have line of sight to it.
5 - 6	A psychic spectre controlled by the Game Master appears 1 [10] meters in front of you, and vanishes after 1 minute.
7 - 8	You will do whatever anyone tells him or her to do that isn't obviously self-destructive for the next 1d6 minutes.
9 - 10	You suffer extreme paranoia. You have disadvantage on Wisdom and Charisma skill checks for 1d4 minutes.
11 - 12	Roll a d10. Your size class is perceived to increase by 1 for a number of minutes equal to the result of your roll.
13 - 14	You use confusion centered on yourself.
15 - 16	For one minute, you regain 5 HP/AP at the start of each of your turns.
17 - 18	You are instantly reduced to ¼ of your current HP/AP, minimum of 1.
19 - 20	Until the end of your next turn, you retreat into mind and become paralyzed. The effect ends if the character takes any damage.
21 - 22	You must use your action next round to attack the nearest target (even if friendly).
23 - 24	A random target with 20 [200] meters suffers disadvantage on Wisdom saving throws for one minute.
25 - 26	You have advantage on Perception skill checks that rely on sight for 1 minute.
27 - 28	For the next minute all of your Talents require an additional Standard Action to use.
29 - 30	You seemingly teleport 30 [300] meters in a single direct
31 - 32	You are transported "Beyond the Time" until the end of your next turn, when you return to the space you occupied prior to the Psychic Surge effect, or in the nearest available space if it is occupied.
33 - 34	The next talent you use that deals damage automatically deals maximum damage if successful.
35 - 36	You suffer from tremors or tics and suffer Disadvantage on Strength and Dexterity skill checks for 1d6 minutes.
37 - 38	1d6 psychic spectres controlled by the Game Master appear in unoccupied spaces within 30 [300] meters of you and are frightened of you. They vanish after 1 minute.
39 - 40	You fall unconscious for 1d4 minutes.
41 - 42	You are rendered incapacitated and suffer vulnerability to all damage types until the start of your next turn.
43 - 44	Until the end of your next turn, melee attacks made against you are made with Advantage.
45 - 46	You suffer vulnerability to all damage for one minute.
47 - 48	A random target within 30 [300] meters of you falls unconscious for 1d4 minutes.
49 - 50	You are stricken mute cannot speak for one minute.
51 - 52	A psychic wave grants you +2 Evasion for one minute.
53 - 54	You are immune to being intoxicated by alcohol for the next 5d6 days.
55 - 56	You experience vivid hallucinations and have disadvantage on ability checks for 1d6 minutes.
57 - 58	Until the end of your next turn, the first attack made against you is made at Disadvantage.
59 - 60	You regain your lowest-level expended Talent Slot.
61 - 62	For the next minute, you cannot speak without shouting.
63 - 64	You become obscured by fog for 1d4 minutes. Ranged attacks made by you and targeting you are made with disadvantage.
65 - 66	You suffer Disadvantage against all saving throws against Newtype Talents for 1d4 rounds.
67 - 68	You are <i>frightened</i> by the nearest target until the end of your next turn.
69 - 70	Until the end of your next turn, you become incapacitated and spends the duration screaming, laughing, or weeping.
71 - 72	You gain resistance to all damage types for one minute.
73 - 74	You and one random living target within 30 [300] meters both become poisoned for 1d4 hours.
75 - 76	You appear to glow bright for one minute.
77 - 78	All targets of your Newtype Talents suffer Disadvantage on Saving Throws against them for 1d4 minutes.
79 - 80	Illusory butterflies and flower petals flutter in the air within 30 [300] meters of you for the next minute.
81 - 82	You can immediately take another standard action.
83 - 84	You are stunned for 1d6 minutes.
85 - 86	You lose the use of one of your lowest level Talent Slots.
87 - 88	A random enemy target within 20 [200] meters of you has advantage on Wisdom saving throws for one minute.
89 - 90	You experience an overpowering urge to eat something strange such as dirt, slime, or offal.
91 - 92	If you are reduced to 0 HP/AP within the next minute, you immediately recover ¼ of your total HP/AP.
93 - 94	Your size class is perceived to increase by 1 for one minute.
95 - 96	You and all targets within 3 [30] meters of you gain vulnerability to piercing damage for 1 minute.
97 - 98	You are surrounded by haunting music for one minute.
99 - 100	You regain all expended cyber points.

Executant

Poised on the bridge of a Salamis warship, the young officer rouses her troops with a stirring speech.

The pilot of a vivid purple Gouf Custom performs a deft maneuver drawing the attention of friend and foe alike.

The incisive cutting words of a Gundam pilot leave an enemy stunned while his allies open fire.

Executants come in many flavors but are only happy when they are the center of attention. A skilled Executant can inspire allies with vibrant speeches, demoralize foes with curt insults, and turn tides with their unique talents.

Commanding Presence

Executants come from all walks of life, usually finding work somewhere in the public eye. Their natural charm and magnetism make them popular and inspire loyalty in their friends & allies.

Specialized Versatility

The perpetual thirst for knowledge and understanding drives Executants to become students of many skills throughout their lives. A large degree of their charm comes from relatability, therefore they are frequently skilled in many trades.



Creating an Executant

Executants are driven to lead and inspire action. What past life events may fuel such a compulsion in you to effect change in the world? Were you born charismatic or did you have to work to command respect?

Did you have a mentor whose leadership inspired your own? Were you a squad leader in basic training? Think about the kind of upbringing and life experiences that may have shaped your outspoken and persuasive nature. Did you assume authority by choice or was it thrust upon you in a time of need?

Quick Build

You can quickly make an Executant with the following suggestions. Your highest Ability Score should be Charisma, followed by Dexterity. Next, select the Entertainer or Bureaucrat background.

The Executant Table

Level	Prof Bonus	Inspire Die	Features
1st	+2	d6	Bolster Allies, Inspiration
2nd	+2	d6	Jack of All Trades, Convalescence
3rd	+2	d6	Expertise, Profession Path
4th	+2	d6	ASI or Feat
5th	+3	d8	Inspiring Presence, Font of Inspiration
6th	+3	d8	Countercharm, Profession Path
7th	+3	d8	
8th	+3	d8	ASI or Feat
9th	+4	d8	
10th	+4	d10	Expertise
11th	+4	d10	Inspiring Presence Feature
12th	+4	d10	ASI or Feat
13th	+5	d10	
14th	+5	d10	Profession Path
15th	+5	d12	Peerless Skill
16th	+5	d12	ASI or Feat
17th	+6	d12	
18th	+6	d12	
19th	+6	d12	ASI or Feat
20th	+6	d12	Superior Inspiration

Class Features

As an Executant you gain the following Class Features.

Hit Points

Hit Dice: 1d8 per Executant level

Hit Points at 1st Level: 8 + your CON Modifier

Hit Points at Higher Levels: CON Modifier (Minimum 1) per Executant level after 1st

Proficiencies

Body Armor: Light armor

Weapons: Small Arms, Bladed Weapons

Tools: One toolkit of your choice

Saving Throws: Dexterity, Charisma

Mobile Weapons: General MS, Combat Crafts

Skills: Choose any three

Equipment

You start with the following equipment in addition to your background:

- (a) a handgun with 14 rounds or (b) any basic melee weapon
- (a) a Common Mobile Suit or (b) a Combat Craft (value 100k or below)
- (a) a basic mobile weapon melee weapon
- (a) a basic mobile weapon ranged weapon
- a pocket knife

Bolster Allies

As a Bonus Action, you strengthen all friendly targets (including yourself) within 25 [250] meters that can see or hear you. Each target gains temporary Hit/Armor Points equal to 1d8 + Your CHA Modifier. You may use this ability once per long rest.

Inspiration

You can inspire others through stirring words or actions. To do so, you use a bonus action on your turn to choose one target other than yourself within 10 [100] meters of you who can hear you. That target gains one Inspiration die, a d6.

Once within the next 10 minutes, the target can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The target can wait until after it rolls the d20 before deciding to use the Inspiration die, but must decide before knowing whether the roll succeeds or fails. Once the Inspiration die is rolled, it is lost. A target can have only one Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (minimum 1). You regain any expended uses when you finish a long rest.

Your Inspiration die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Jack of All Trades

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Convalescence

Beginning at 2nd level, you can revitalize your wounded allies during a short rest. If you or any friendly targets who can hear you regain hit/armor points at the end of the short rest by spending one or more Hit Dice, each of those targets regains an extra 1d6 hit points.

The extra hit points increases to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.



Profession Path

At 3rd level, you delve into the advanced techniques of a Profession Path of your choice. Your choice grants you features at 3rd level and again at 6th and 14th level.

Expertise

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Inspiring Presence

By 5th level, your natural charm and leadership grant further boons to your allies. You may select one of the following benefits. You may select an additional benefit at 11th level.

Fighting Spirit

During combat, if a member of your party within 25 [250] meters (including you) is reduced to less than half maximum hit points, they may use an action to spend up to half their hit dice to heal as if spending hit dice when taking a rest. After using this ability, the target must rest before benefiting from it again. This ability does not function if you are incapacitated.

Battle Inspiration

You learn to inspire others in battle. An ally within 25 [250] meters that has an Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when targeted by an attack, the ally can use their reaction to roll the Inspiration die and add the number rolled to its Evasion against that attack.

Cutting Phrase

When a hostile target that you can see within 25 [250] meters of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Inspiration, rolling a Inspiration die and subtracting the result from the target's roll. You can choose to use this feature after the target makes its roll, but before determining whether the attack roll or ability check succeeds or fails, or before the target deals its damage. The target is immune if it can't hear you or if it's immune to being charmed.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you may forego the Ability Score Increase and select a Feat from the Feats List instead.

Font of Inspiration

Beginning when you reach 5th level, you regain all of your expended uses of Inspiration when you finish a short or long rest.

Countercharm

At 6th level, you gain the ability to disrupt mind-influencing effects. As an action, you can start an oration that lasts until the end of your next turn. During that time, you and any friendly targets within 10 [100] meters of you have advantage on saving throws against being frightened or charmed. A target must be able to hear you to gain this benefit. The speech ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Expertise

At 10th level, choose two more of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Peerless Skill

Starting at 15th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

Superior Inspiration

At 20th level, when you roll initiative and have no uses of Inspiration left, you regain one use.

Field Commander

Field Commanders lead by example. They charge into battle alongside their allies shouting commands and rallying the charge. Their words inspire courage because those listening can trust that there is action soon to follow.

Bonus Proficiencies

When you become a Field Commander at 3rd level, you gain proficiency with medium body armor and advanced melee weapons.

Fighting Style

At 3rd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if something in the game lets you choose again.

Dueling

When you are wielding a melee weapon in one hand and no other weapons or shields, you gain a +2 bonus to damage rolls with that weapon.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Blade Flourish

Whenever you take the Attack action on your turn, your walking speed increases by 2 [20] meters until the end of the turn, and if a weapon attack that you make as part of this action hits a target, you can use one of the following Blade Flourish options of your choice. You can use only one Blade Flourish option per turn.

Defensive Flourish. You can expend one use of your Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Inspiration die. You also add the number rolled to your Evasion until the start of your next turn.

Slashing Flourish. You can expend one use of your Inspiration to cause the weapon to deal extra damage to the target you hit and to any other target of your choice that you can see within 1 [10] meters of you. The damage equals the number you roll on the Inspiration die.

Mobile Flourish. You can expend one use of your Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Inspiration die. You can also push the target up to 1 [10] meters away from you, plus 1 [10] meters times the number you roll on that die. You can then immediately use your reaction to move up to your walking speed to an unoccupied space within 1 [10] meters of the target.

Extra Attack

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Master's Flourish

Starting at 14th level, whenever you use a Blade Flourish option, you can roll a d6 and use it instead of expending an Inspiration die.

Commissioned Officer

Commissioned Officers master the art of oratory. Persuasion is regarded as a high art, and a well-reasoned, well-spoken argument often proves more persuasive than facts. These bards wield a blend of logic and theatrical wordplay, winning over skeptics and detractors with logical arguments and plucking at heartstrings to appeal to the emotions of audiences.

Silver Tongue

You are a master at saying the right thing at the right time. When you make a Charisma (Persuasion) or Charisma (Deception) check, you can treat a d20 roll of 9 or lower as a 10.

Unsettling Words

You can spin words that unsettle a target and cause it to doubt itself. As a bonus action, you can expend one use of your Inspiration and choose one target you can see within 20 [200] meters of you. Roll the Inspiration die. The target must subtract the number rolled from the next saving throw it makes before the start of your next turn.

Unfailing Inspiration

Your inspiring words are so persuasive that others feel driven to succeed. When a target adds one of your Inspiration dice to its ability check, attack roll, or saving throw and the roll fails, the target can keep the Inspiration die.

Universal Speech

You have gained the ability to make your speech intelligible to any target. As an action, choose one or more targets within 20 [200] meters of you, up to a number equal to your Charisma modifier (minimum of one target). The chosen targets can understand you, regardless of the language you speak, for 1 hour.

Infectious Inspiration

When you successfully inspire someone, the power of your eloquence can now spread to someone else. When a target within 20 [200] meters of you adds one of your Inspiration dice to its ability check, attack roll, or saving throw and the roll succeeds, you can use your reaction to encourage a different target (other than yourself) that can hear you within 20 [200] meters of you, giving it a Inspiration die without expending any of your Inspiration uses.

You can use this reaction a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.



Fighter

The young lieutenant sidesteps a punch and hip throws a rebel insurgent when unkind words come to blows.

The ace pilot springboards from battleship to battleship leaving a wake of twisted metal and carnage behind them.

A seasoned veteran hurls a grenade through a warship cabin window at a squad of enemy pilots.

Violence is an art with many gifted practitioners. Humanity will always find reasons to go to war and the need for warriors is ever present. Fighters are artists who paint with blood and sculpt with steel.

A Gift for War

The term “Fighter” is a broad generalization for all kinds of warriors across the spectrum including trained soldiers and graduates of the school of hard knocks. Mercenaries, mobile suit pilots, and infantry can all claim the title of Fighter

Honed Skills

Not every armed citizen is truly a Fighter. A Fighter has spent years training to become dangerous practitioners of combat. Not all training needs to be formal martial arts instruction or military training. Many Fighters gain experience through praxis, forged in actual battles.

Creating a Fighter

Fighters strike first and ask questions later. They are bulwarks against conquest or agents of domination. A Fighter has little time or patience for politics and prefers to settle disputes the old fashioned way.

Are you a soldier or mercenary by trade? Where did you learn to fight? Did you have a trainer or are you a self-taught warrior? Do you fight hand-to-hand or in the cockpit of a mobile suit? What compels you to fight? Do you seek revenge or do you pursue an ideal?

Quick Build

You can quickly make a Fighter with the following suggestions. Your highest Ability Score should be Strength or Dexterity, followed by Constitution. Next, select the Military background.



The Fighter Table

Level	Prof Bonus	Features
1st	+2	Fighting Style, Second Wind
2nd	+2	Action Surge (1)
3rd	+2	Martial Archetype Feature
4th	+2	ASI or Feat
5th	+3	Extra Attack (1)
6th	+3	
7th	+3	Martial Archetype Feature
8th	+3	ASI or Feat
9th	+4	Indomitable (1)
10th	+4	Martial Archetype Feature
11th	+4	Extra Attack (2)
12th	+4	ASI or Feat
13th	+5	Indomitable (2)
14th	+5	
15th	+5	Martial Archetype Feature
16th	+5	ASI or Feat
17th	+6	Action Surge (2), Indomitable (3)
18th	+6	Martial Archetype Feature
19th	+6	ASI or Feat
20th	+6	Extra Attack (3)

Class Features

As a Fighter you gain the following Class Features.

Hit Points

Hit Dice: 1d10 per Fighter level

Hit Points at 1st Level: 10 + your CON Modifier

Hit Points at Higher Levels: CON Modifier (Minimum 1) per Fighter level after 1st

Proficiencies

Body Armor: All armor

Weapons: All personnel weapons

Tools: none

Saving Throws: Strength, Constitution

Mobile Weapons: General MS

Skills: Choose two skills from Acrobatics, Drive, Athletics, History, Insight, Intimidation, Perception, and Survival

Equipment

You start with the following equipment in addition to your background:

- (a) an automatic rifle with 36 rounds or (b) any basic melee weapon and riot shield
- (a) a Common Mobile Suit or (b) a Combat Craft (value 100k or below)
- (a) an advanced mobile weapon melee weapon, or (b) a basic mobile weapon melee weapon & shield
- (a) an advanced mobile weapon ranged weapon, or, (b) 2 basic mobile weapon ranged weapons
- a pocket knife

Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Marksman

You gain a +2 bonus to attack rolls you make with ranged weapons.

Defense

While you are wearing body armor, you gain a +1 bonus to Personal Evasion. When piloting a Mobile Weapon you may add +5 to its damage Threshold.

Dueling

When you are wielding a melee weapon in one hand and no other weapons or shields, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection

When a target you can see attacks a target other than you that is within 1 [10] meters of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Blind Fighting

You have blindsight with a range of 2 [20] meters. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible target within that range, unless the target successfully hides from you.

Interception

When an enemy you can see hits a target, other than you, within 1 [10] meters of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or melee weapon to use this reaction.

Superior Technique

You learn one maneuver of your choice from among those available to the Guerilla archetype. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

Thrown Weapon Fighting

You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

Unarmed Fighting

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8.

At the start of each of your turns, you can deal 1d4 bludgeoning damage to one target grappled by you.

Second Wind

On your turn, you can use a bonus action to regain hit points or armor points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge

On your turn, you can take one additional action. Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose Guerilla or Enforcer. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you may forego the Ability Score Increase and select a Feat from the Feats List instead.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Indomitable

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.



Guerilla

Guerillas are tactical combat experts, relying on cunning and expertise to outsmart and embarrass their enemies with clever maneuvers.

Combat Superiority

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn three maneuvers of your choice, which are detailed under “Maneuvers” below. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver’s effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Student of War

At 3rd level, you gain proficiency with one type of tool set of your choice.

Maneuvers

The maneuvers are presented in alphabetical order.

Ambush

When you make a Dexterity (Stealth) check or an initiative roll, you can expend one superiority die and add the die to the roll, provided you aren’t incapacitated.

Bait and Switch

When you’re within 1 [10] meters of a target on your turn, you can expend one superiority die and switch places with that target, provided you spend at least 1 [10] meters of movement and the target is willing and isn’t incapacitated. This movement doesn’t provoke opportunity attacks.

Roll the superiority die. Until the start of your next turn, you or the other target (your choice) gains a bonus to Evasion equal to the number rolled.

Brace

When a target you can see moves into the reach you have with the melee weapon you’re wielding, you can use your reaction to expend one superiority die and make one attack against the target, using that weapon. If the attack hits, add the superiority die to the weapon’s damage roll.

Commander’s Strike

When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly target who can see or hear you and expend one superiority die. That target can immediately use its reaction to make one weapon attack, adding the superiority die to the attack’s damage roll.

Commanding Presence

When you make a Charisma (Intimidation), a Charisma (Performance), or a Charisma (Persuasion) check, you can expend one superiority die and add the superiority die to the ability check.

Disarming Attack

When you hit a target with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands in any space adjacent to it.

Distracting Strike

When you hit a target with a weapon attack, you can expend one superiority die to distract the target, giving your allies an opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

Evasive Footwork

When you move, you can expend one superiority die, rolling the die and adding the number rolled to your Evasion until you stop moving.

Feinting Attack

You can expend one superiority die and use a bonus action on your turn to feint, choosing one target within 1 [10] meters of you as your target. You have advantage on your next attack roll against that target this turn. If that attack hits, add the superiority die to the attack's damage roll.

Goading Attack

When you hit a target with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

Grappling Strike

Immediately after you hit a target with a melee attack on your turn, you can expend one superiority die and then try to grapple the target as a bonus action. Add the superiority die to your Strength (Athletics) check.

Lunging Attack

When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 1 [10] meters. If you hit, you add the superiority die to the attack's damage roll.

Maneuvering Attack

When you hit a target with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly target who can see or hear you. That target can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

Menacing Attack

When you hit a target with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

Parry

When another target damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.



Precision Attack

When you make a weapon attack roll against a target, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

Pushing Attack

When you hit a target with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 3 [30] meters away from you.

Quick Toss

As a bonus action, you can expend one superiority die and make a ranged attack with a weapon that has the thrown property. You can draw the weapon as part of making this attack. If you hit, add the superiority die to the weapon's damage roll.

Rally

On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly target who can see or hear you. That target gains temporary hit points equal to the superiority die roll + your Charisma modifier.

Riposte

When a target misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the target. If you hit, you add the superiority die to the attack's damage roll.

Sweeping Attack

When you hit a target with a melee weapon attack, you can expend one superiority die to attempt to damage another target with the same attack. Choose another target within 1 [10] meters of the original target and within your reach. If the original attack roll would hit the second target, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.

Tactical Assessment

When you make an Intelligence (Investigation), an Intelligence (History), or a Wisdom (Insight) check, you can expend one superiority die and add the superiority die to the ability check.

Trip Attack

When you hit a target with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

Know Your Enemy

Starting at 7th level, if you spend at least 1 minute observing or interacting with another target outside combat, you can learn certain information about its capabilities compared to your own. The Game Master tells you if the target is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

Strength score

Dexterity score

Constitution score

Armor Class

Current hit points/armor points

Total class levels (if any)

Fighter class levels (if any)

Improved Combat Superiority

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

Relentless

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain one superiority die.

Enforcer

Enforcers are champions of battle, gifted in all forms of combat and prefer brute strength to tricky tactics.

Improved Critical

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete

Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by 1 [10] meters times your Strength modifier.

Additional Fighting Style

At 10th level, you can choose a second option from the Fighting Style class feature.

Marksman

You gain a +2 bonus to attack rolls you make with ranged weapons.

Defense

While you are wearing body armor, you gain a +1 bonus to Personal Evasion. When piloting a Mobile Weapon you may add +5 to its damage Threshold.

Dueling

When you are wielding a melee weapon in one hand and no other weapons or shields, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection

When a target you can see attacks a target other than you that is within 1 [10] meters of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Superior Critical

Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Survivor

At 18th level, at the start of each of your turns, you regain HP/AP equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.



Infiltrator

An Acguy rises from murky water and fires torpedoes at an unsuspecting riverside Federation convoy.

A Zeon official is ambushed from the shadows by an assassin armed with a tanto knife.

Infiltrators rely on deadly precision and subterfuge to dispatch their enemies rather than brute force.

In Plain Sight

Infiltrators are cunning enough to blend in wherever they may find themselves. Average soldiers cannot pick infiltrators out in a crowd, and by the time they identify the spy, it's too late. Whether concealing their identity with a disguise or concealing a mobile suit with camouflage, Infiltrators can hide just about anywhere.

Network of Lawlessness

Most Infiltrators make a living as thieves, assassins, or con artists. Scoundrels that organize into loose associations that share resources and information with each other. Others find honest work, but aid fellow spies and saboteurs. Even independent agents will have friends in low places.

Creating an Infiltrator

Infiltrators are more than mere killers and saboteurs. Often they have a good reason to conceal their identity beyond just the mission at hand. Are they a wanted criminal? Were they a One Year War detractor? Did they make a grave, unforgivable mistake?

Are you a double-agent looking to undermine the enemy? Did a botched operation cause you to reevaluate your career? Are you driven by greed, revenge, or perhaps something nobler? What was the trigger that made you leave your old life in favor of a new web of lies?

Quick Build

You can quickly make an Infiltrator with the following suggestions. Your highest Ability Score should be Dexterity, followed by Charisma. Next, select the Thief or Spy background.

The Infiltrator Table

Level	Prof Bonus	Features	Sneak Attack
1st	+2	Sneak Attack	1d6
2nd	+2	Cunning Action	1d6
3rd	+2	Steady Aim, Specialization Feature	2d6
4th	+2	ASI or Feat	2d6
5th	+3	Uncanny Dodge	3d6
6th	+3		3d6
7th	+3	Deft Elusion	4d6
8th	+3	ASI or Feat	4d6
9th	+4	Specialization Feature	5d6
10th	+4	ASI or Feat	5d6
11th	+4	Reliable Talent	5d6
12th	+4	ASI or Feat	6d6
13th	+5	Specialization Feature	6d6
14th	+5	Blindsense	6d6
15th	+5	Slippery MInd	7d6
16th	+5	ASI or Feat	7d6
17th	+6	Specialization Feature	7d6
18th	+6	Elusive	8d6
19th	+6	ASI or Feat	8d6
20th	+6	Stroke of Luck	8d6

Class Features

As an Infiltrator you gain the following Class Features.

Hit Points

Hit Dice: 1d8 per Executant level

Hit Points at 1st Level: 8 + your CON Modifier

Hit Points at Higher Levels: CON Modifier (Minimum 1) per Infiltrator level after 1st



Proficiencies

Body Armor: Light armor

Weapons: Small Arms, Bladed Weapons

Tools: Thieves' Tools, Slicing Kit

Saving Throws: Dexterity, Charisma

Mobile Weapons: General MS, Combat Crafts

Skills: Choose three from Acrobatics, Athletics, Computer Use, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, and Stealth.

Equipment

You start with the following equipment in addition to your background:

- (a) a handgun with 14 rounds, (b) an advanced melee weapon, or (c) 2 basic melee weapons
- (a) a Common Mobile Suit (value 100k or below)
- (a) an advanced mobile weapon melee weapon, or (b) basic mobile weapon melee weapon
- (a) a basic mobile weapon ranged weapon
- a pocket knife

Sneak Attack

Beginning at 1st level, you know how to exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one target you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 1 [10] meters of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the class table.

Cryptography

During your training you learned a secret mix of dialect, jargon, and code that allows you to hide messages in normal conversation. Only a target that understands cryptography can decipher such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous, or whether the people in an area are easy marks.

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Infiltration Specialization

At 3rd level, you choose a specialization in the exercise of your abilities: choose either Assassin or Spy. Your specialization choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Steady Aim

Starting at 3rd level, as a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you may forego the Ability Score Increase and select a Feat from the Feats List instead.

Deft Elusion

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Reliable Talent

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Blindsense

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden target within 2 [20] meters of you.

Slippery Mind

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Elusive

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

Stroke of Luck

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

Once you use this feature, you can't use it again until you finish a short or long rest.

Assassin

You focus your training on the grim art of death. Those who adhere to this archetype are diverse: hired killers, spies, and bounty hunters. Stealth, poison, and disguise help you eliminate your foes with deadly efficiency.

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and the poison kit.

Assassinate

Starting at 3rd level, you have advantage on attack rolls against any target that hasn't taken a turn in the combat yet. In addition, any hit you score against a target that is surprised is a critical hit.

Infiltration Expertise

Starting at 9th level, you can unfailingly create false identities for yourself. You must spend seven days and 250 gilla to establish the history, profession, and affiliations for an identity. You can't establish an identity that belongs to someone else.

Thereafter, if you adopt the new identity as a disguise, other targets believe you to be that person until given an obvious reason not to.



Impostor

At 13th level, you gain the ability to unerringly mimic another person's speech, writing, and behavior. You must spend at least three hours studying these three components of the person's behavior, listening to speech, examining handwriting, and observing mannerisms.

Your ruse is indiscernible to the casual observer. If a wary target suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.

Death Strike

Starting at 17th level, you become a master of instant death. When you attack and hit a target that is surprised, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the target.



Spy

Skilled in reconnaissance and forward operations, most spies are crafty brawlers and survivalists that can not only survive in harsh conditions, but also do so undetected.

Skirmisher

Starting at 3rd level, you are difficult to pin down during a fight. You can move up to half your speed as a reaction when an enemy ends its turn within 1 [10] meters of you. This movement doesn't provoke opportunity attacks.

Survivalist

When you choose this archetype at 3rd level, you gain proficiency in the Nature and Survival skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

Superior Mobility

At 9th level, you are unaffected by difficult terrain when on foot. In combat craft you may add 10 extra meters of movement to its highest movement speed.

Ambush Master

Starting at 13th level, you excel at leading ambushes and acting first in a fight.

You have advantage on initiative rolls. In addition, the first target you hit during the first round of a combat becomes easier for you and others to strike; attack rolls against that target have advantage until the start of your next turn.

Sudden Strike

Starting at 17th level, you can strike with deadly speed. If you take the Attack action on your turn, you can make one additional attack as a bonus action. This attack can benefit from your Sneak Attack even if you have already used it this turn, but you can't use your Sneak Attack against the same target more than once in a turn.

Newtype

A young girl reaches out with her mind to whisper a warning to a Federation pilot walking into a trap.

A Zeon pilot in a mobile armor moves remote bits as easily as one of his own limbs through the aid of Psycommu devices.

Newtypes are the next stage of human evolution. They are people whose souls are no longer weighed down by gravity. They possess increased empathy and psychokinetic powers feared and envied by Oldtypes.

Awakened Senses

Newtypes don't look or sound any different than normal humans, but their minds are expanded. Their vision is broadened by a new consciousness and awareness.

Empathic Motives

Driven by their deep connections to others, Newtypes are compelled to help others. Their supernatural perception gives them a greater appreciation for context, making them seem aloof or disconnected.

Creating a Newtype

Newtypes are born different, but there is usually an inciting event that awakens their latent gifts. While most Newtypes are born in the colonies, it is not unheard of for an Earthnoid to awaken as a Newtype.

Were you a war orphan whose trauma awakened your powers? Were you aboard a Pegasus-class ship alongside Gundam pilots? Did you fall in love with someone you want to protect? Is a friend or loved one on the opposing side of this war? What experience changed your life so fundamentally that your consciousness was unlocked?

Quick Build

You can quickly make a Newtype with the following suggestions. Your highest Ability Score should be Wisdom, followed by Charisma. Next, select the Colonist background.

Class Features

As a Newtype you gain the following Class Features.

Hit Points

Hit Dice: 1d8 per Newtype level

Hit Points at 1st Level: 8 + your CON Modifier

Hit Points at Higher Levels: CON Modifier (Minimum 1) per Newtype level after 1st

Proficiencies

Body Armor: Light armor

Weapons: Small Arms, Bladed Weapons

Tools: One toolkit of your choice

Saving Throws: Wisdom, Charisma

Mobile Weapons: General MS, Combat Crafts

Skills: Choose two from History, Insight, Medicine, Persuasion, and Performance

Equipment

You start with the following equipment in addition to your background:

- (a) any basic melee weapon
- (a) a Common Mobile Suit or (b) a Combat Craft (value 100k or below)
- (a) a basic mobile weapon melee weapon & shield
- (a) a basic mobile weapon ranged weapon
- a pocket knife

Newtype Talents

As a result of your awakening you have unlocked the latent psychic abilities. This psychic power manifests in the form of Newtype Talents. See *Using Talents* for the general rules of talents.



Talent Usage

Wisdom is your ability modifier for your Newtype Talents, since the power of your mind relies on your ability to project your will into the world. You use your Wisdom whenever a talent refers to your using ability modifier. In addition, you use your Wisdom modifier when setting the saving throw DC for a Newtype talent you use and when making an attack roll with one.

Talent save DC = 8 + your proficiency bonus + your Wisdom modifier

Talent attack modifier = your proficiency bonus + your Wisdom modifier

At-Will Talents

At first level, you know four At-Will Abilities of your choice from the Newtype Abilities list. You learn additional At-Will Abilities at higher levels, as shown in the At-Will Abilities column of the Newtype Class Table.

Talent Slots

The following table shows how many talent slots you have to use your Newtype abilities of 1st level and higher. To use one of these abilities, you must expend a slot of the talent level or higher. You regain all expended talent slots when you finish a long rest.

Newtype Focus

Choose one focus related to your temperament. Your choice grants you talents and other features when you choose it at 1st level. It also grants you additional ways to use Newtype Expression at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Focus Talents

Each focus has a list of talents — its focus talents — that you gain at the Newtype levels noted in the focus description.

If you have a focus talent that doesn't appear on the Newtype talent list, the talent is nonetheless a Newtype talent for you

The Newtype Table

Level	Prof		At-Will Talents										
	Bonus	Features	Talents Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1st	+2	NT Talents	2	2	2	-	-	-	-	-	-	-	
2nd	+2	NT Focus, NT Expression	2	3	3	-	-	-	-	-	-	-	
3rd	+2		2	4	4	2	-	-	-	-	-	-	
4th	+2	ASI or Feat	2	5	4	3	-	-	-	-	-	-	
5th	+3	Disable Cyber-Newtype	3	6	4	3	2	-	-	-	-	-	
6th	+3	Newtype Focus	3	7	4	3	3	-	-	-	-	-	
7th	+3		3	8	4	3	3	1	-	-	-	-	
8th	+3	ASI or Feat, Newtype Focus	3	9	4	3	3	2	-	-	-	-	
9th	+4		3	10	4	3	3	3	1	-	-	-	
10th	+4	Pulse of the Stars	4	11	4	3	3	3	2	-	-	-	
11th	+4		4	12	4	3	3	3	2	1	-	-	
12th	+4	ASI or Feat	4	12	4	3	3	3	2	1	-	-	
13th	+5		4	13	4	3	3	3	2	1	1	-	
14th	+5		4	13	4	3	3	3	2	1	1	-	
15th	+5		4	14	4	3	3	3	2	1	1	1	
16th	+5	ASI or Feat	4	14	4	3	3	3	2	1	1	1	
17th	+6	Newtype Focus	4	15	4	3	3	3	2	1	1	1	
18th	+6		4	15	4	3	3	3	3	1	1	1	
19th	+6	ASI or Feat	4	15	4	3	3	3	3	2	1	1	
20th	+6	Pulse of the Stars	4	15	4	3	3	3	3	2	2	1	

Newtype Expression

At 2nd level, you start with two such effects: Turn Cyber-Newtype and an effect determined by your focus. Some focuses grant you additional effects as you advance in levels, as noted in the focus description.

When you use your Newtype Expression, you choose which effect to create. You must then finish a short or long rest to use your Newtype Expression again.

Some Newtype Expression effects require saving throws. When you use such an effect from this class, the DC equals your Newtype talent save DC.

Beginning at 6th level, you can use your Newtype Expression twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Newtype Expression: Turn Cyber-Newtype

As an action, appeal to the humanity of a Cyber-Newtype. Each Cyber-Newtype that can see or hear you within 6 [60] meters of you must make a Wisdom saving throw. If the target fails their saving throw, it is turned for 1 minute or until they take any damage.



A turned target must spend their turns trying to move as far away from you as they can, and they can't willingly move to a space within 6 [60] meters of you. They also can't take reactions. For their action, they can use only the Dash action or try to escape from an effect that prevents them from moving. If there's nowhere to move, the target can use the Dodge action.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you may forego the Ability Score Increase and select a Feat from the Feats List instead.

Disable Cyber-Newtype

Beginning at 5th level, when a Cyber-Newtype fails its saving throw against your Turn Cyber-Newtype feature, they are rendered *Unconscious* if their Challenge Rating is below a certain threshold as shown in the following table.

Newtype Level	Talents
5th	1/2 or Lower
8th	1 or Lower
11th	2 or Lower
14th	3 or Lower
17th	4 or Lower

Pulse of the Stars

Beginning at 10th level, you can use a standard action to call on the strength of allies, living or dead, to intervene on your behalf.

Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your Newtype level, the spirits of your allies intervene. The Game Master chooses the nature of the intervention; the effect of any Newtype Talent would be appropriate.

If successful, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

At 20th level, your call for intervention succeeds automatically, no roll required.

Empath Newtype

Empaths possess a deep connection to humanity that compels them to help and protect others. Newtypes with this focus have a natural gift for aiding and healing their allies.

Empath Talents

Newtype Level	Talents
1st	2
3rd	3
5th	5
7th	6
9th	7

Bonus Proficiency

When you choose this focus at 1st level, you gain proficiency with heavy body armor.

Reinforced Aid

Also starting at 1st level, your healing talents are more effective. Whenever you use a talent of 1st level or higher to restore hit points or armor points to a target, the target regains additional points equal to 2 + the talent's level.

Newtype Expression: Preserve Life

Starting at 2nd level, you can restore a number of hit points or armor points equal to five times your Newtype level. Choose any targets within 6 [60] meters of you, and divide those hit points among them. This feature can restore a target to no more than half of its maximum.

Unity

Beginning at 6th level, when you use a talent of 1st level or higher that restores hit points or armor points to a target other than you, you regain hit points equal to 2 + the talent's level.

Psychic Strike

At 8th level, you gain the ability to enhance your weapon strikes with psychic energy. Once on each of your turns when you hit a target with a weapon attack, you can cause the attack to deal an extra 1d8 damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Supreme Healing

Starting at 17th level, when you would normally roll one or more dice to restore hit points or armor points with a talent, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a target, you restore 12.

Combat Newtype

Combat Newtypes sense the growing animosity in other humans. In an effort to protect and preserve life, they cultivate tactics to suppress the violence of their enemies by any means necessary.

Combat Talents

Newtype Level	Talents
1st	2
3rd	3
5th	5
7th	6
9th	7

Bonus Proficiencies

At 1st level, you gain proficiency with martial weapons and heavy body armor.

Battle Sensitive

From 1st level, you gain bolts of inspiration to you while you are engaged in battle. When you use the Attack action, you can make one weapon attack as a bonus action.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Newtype Expression: Guided Strike

Starting at 2nd level, you can use your Newtype Expression to strike with supernatural accuracy. When you make an attack roll, you can use your Newtype Expression to gain a +10 bonus to the roll. You make this choice after you see the roll, but before knowing whether the attack hits or misses.

Newtype Expression: Psychic Precision

At 6th level, when a target within 6 [60] meters of you makes an attack roll, you can use your reaction to grant that target a +10 bonus to the roll, using your Newtype Expression. You make this choice after you see the roll, but before knowing whether the attack hits or misses.

Psychic Strike

At 8th level, you gain the ability to enhance your weapon strikes with psychic energy. Once on each of your turns when you hit a target with a weapon attack, you can cause the attack to deal an extra 1d8 damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Avatar of Battle

At 17th level, you gain resistance to bludgeoning, piercing, and slashing damage.



Scout

From a well-chosen vantage point, a shot from a Zaku I sniper rifle rings out over a tumultuous battlefield.

A Federation petty officer feeds fellow mobile suit pilots with wild boar freshly caught and killed in the woods far from civilization.

Scouts play an important combat support role, providing both covering fire and battlefield intel as well as sharing vital survival skills. They are relentless when their sights are set on a target and unfazed by harsh conditions.

Ruthless Hunters

A Scout thoroughly researches their enemy in pursuit of any potential weakness they can exploit. Their quarry is never safe. Their aim is unwavering. Their focus is sharp.

Survivors

Scouts are most comfortable as forward operators in a foreign battlefield or stationed in the wilderness in pursuit of their enemies. They have no need for target comforts and close relationships. Scouts are self-sufficient.

Creating a Scout

Scouts tend to be independent spirits. They have obsessive personalities with intense focus. They are stoic and committed.

Is there an enemy or rival that you are seeking to best? Was your mentor a non-military survivalist? Are you a guerilla freedom fighter or an enlisted soldier? Did you see a great injustice committed by a particular enemy?



Quick Build

You can quickly make a Scout with the following suggestions. Your highest Ability Score should be Dexterity, followed by Strength. Next, select the Law Enforcement or Vagrant background.

The Scout Table

Level	Prof Bonus	Features
1st	+2	Favored Enemy, Natural Explorer
2nd	+2	Fighting Style, Trick Shot
3rd	+2	Scavenger Sense, Recon Specialization
4th	+2	ASI or Feat
5th	+3	Extra Attack
6th	+3	Strider
7th	+3	Recon Specialization
8th	+3	ASI or Feat
9th	+4	Trick Shot Improvement
10th	+4	Hide in Plain Sight
11th	+4	Recon Specialization Improvement
12th	+4	ASI or Feat
13th	+5	Trick Shot Improvement, Fighting Style
14th	+5	Vanish
15th	+5	Recon Specialization Improvement
16th	+5	ASI or Feat
17th	+6	Trick Shot Improvement
18th	+6	Combat Instincts
19th	+6	ASI or Feat
20th	+6	Foe Slayer

Class Features

As a Scout you gain the following Class Features.

Hit Points

Hit Dice: 1d10 per Scout level

Hit Points at 1st Level: 10 + your CON Modifier

Hit Points at Higher Levels: CON Modifier (Minimum 1) per Scout level after 1st

Proficiencies

Body Armor: Light armor

Weapons: Small Arms, Bladed Weapons

Tools: One toolkit of your choice

Saving Throws: Dexterity, Strength

Mobile Weapons: General MS, Combat Crafts

MOBILE SUIT GUNDAM SE: ROLEPLAYING GAME

Skills: Choose three from Athletics, Drive, Insight, Investigation, Nature, Perception, Stealth, and Survival

Equipment

You start with the following equipment in addition to your background:

- (a) a submachine gun with 32 rounds or (b) any basic melee weapon
- (a) a Common Mobile Suit or (b) a Combat Craft (value 100k or below)
- (a) a basic mobile weapon melee weapon
- (a) an advanced mobile weapon ranged weapon, or (b) 2 basic mobile weapon ranged weapons
- a pocket knife

Natural Explorer

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, deep space, colonial, or asteroid. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you are proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your travel.
- Your party can't become lost.
- Even when you are engaged in another activity while traveling, you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking, you also learn their exact number, their sizes, and how long ago they passed through the area.
- You can replace your chosen terrain if you spend 8 hours training, researching and observing a terrain of another type.

Favored Enemy

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: infantry, combat craft, general mobile suits, amphibious mobile suits, elite/custom mobile suits, Gundam mobile suits, psycommu mobile suits, variable mobile suits, mobile armors, warships, or stationary structures.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

You can replace your chosen Favored Enemy if you spend 8 hours training, researching and observing a target of another type.

Trick Shot

Starting at 2nd level, shooting a ranged weapon has become so easy to you that you've decided to challenge yourself by making trick shots. These trick shots have special effects that apply when you hit the target. You may apply one effect per ranged weapon attack you make and only one per attack action. You may use up twice your Wisdom modifier Trick Shots per short or long rest.

Trick Shots against your Favored Enemy don't count toward your uses per rest.

Starting at 9th level, each time you reduce an enemy to 0 hit points or armor points, you regain one expended use of your Trick Shot.

At 17th level, when you roll initiative and have no uses of your Trick Shot, you regain one use.

Disarm

When you hit a target with a ranged weapon attack, it drops one item (of your choice) that it is holding. That item flies 3 [30] meters from the target in a random direction.

At 9th level, the target also takes additional 1d8 damage. The damage increases to 2d8 at 13th level.

Pin

When you hit a target with a ranged weapon attack, the target is restrained until the end of your next turn.

At 9th level, the target becomes paralyzed. At 13th level, the target takes additional 1d8 damage.

Head Shot

When you hit a target with a ranged weapon attack, the target takes additional 1d10 damage. The damage increases to 2d10 at 9th level and 3d10 at 13th level.

Bleed Out

When you hit a target with a ranged weapon attack, the target takes additional damage equal to 1d8.

At 9th level, the target is also poisoned/malfunctioning until the end of your next turn. At 13th level, the damage increases to 2d8.

Forceful Shot

When you hit a target with a ranged weapon attack, the target must make a Strength saving throw. On a failure, it takes 2d6 damage, and is pushed 2 [20] meters. On a success, takes 1d6 and is not pushed.

At 9th level, the target is pushed 4 [40] meters back and you can choose to knock it prone. At 17th level, you cause 4d6 additional damage on a failed save, or 2d6 on a success.

Setup Shot

When you hit a target with a ranged weapon attack, you have advantage on your next attack roll made until the end of your next turn.

At 9th level, the attack made with advantage deals additional 1d8 damage on a hit. At 13th level, that attack is a critical.

Volley

As an action, you can make one attack against each target within 3 [30] meters. Make a single attack against each target.

Fighting Style

Starting at 2nd level you may choose one of the following fighting styles, you can't choose one of the styles more than once even if you can choose another one later. You can choose another style at 13th level.

Marksman

You gain +2 to attack added to damage rolls made with ranged weapons.

Dueling

When you are wielding a melee weapon in one hand and no other weapons or shields, you gain a +2 bonus to damage rolls with that weapon.

Defense

While you are wearing body armor, you gain a +1 bonus to Personal Evasion. When piloting a Mobile Weapon you may add +5 to its damage Threshold.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Recon Specialization

At 3rd level, you choose a Recon Specialization. Currently the only available Specialization is Artillerist, with more to be added in future updates.



Scavenger Sense

Beginning at 3rd level, your training has taught you how to use your surroundings to gather resources, adapt and to acquire information. You can use this feature a number of times equal to your Wisdom modifier, regaining all uses after a long rest. Each time you use your Scavenger Sense, you can choose one of the following options below:

Plant Lore

For 1 hour, you have advantage on Intelligence (Nature) checks to identify plants and their uses. Also when you have a First Aid when you forage in your favored terrain. Over the course of this hour, you can find plants and herbs needed to regain one use of your First Aid kit.

Wild Medicine

When you have a First Aid kit in hand, you can use an action and touch a target, spending one use of the kit and one use of your Scavenger Sense. That target regain hit points equal to 1d4 + its amount of hit dice + your Wisdom modifier.

Primeval Awareness

You can spend your action to focus your awareness on the region around you. For 1 minute, you can sense whether the following types of targets are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): combat craft, infantry, mobile suits or warships. This feature doesn't reveal the targets' location or number.

Hunter Adaptation

Over the course of a short rest, you can replace your Natural Explorer chosen terrain or your Favored Enemy when you finish this rest.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you may forego the Ability Score Increase and select a Feat from the Feats List instead.

Extra Attack

At 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Strider

Starting at 6th level, moving through difficult terrain costs you no extra movement.

In addition, you have advantage on saving throws against fixtures created or manipulated to impede movement.

Hide in Plain Sight

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Vanish

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by conventional means, unless you choose to leave a trail.

Combat Instinct

At 18th level, you gain preternatural senses that help you fight targets you can't see. When you attack a target you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible target within 3 [30] meters of you, provided that the target isn't hidden from you and you aren't blinded or deafened.

Foe Slayer

At 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

Artillerist

The Artillerist is a ranged combat specialist that scouts out a suitable firing position and eliminates threats.



Hunter's Prey

At 3rd level, you gain one of the following features of your choice.

Colossus Slayer

When you hit a target with a weapon attack, the target takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Counterpunch

When a Large or larger target within 1 [10] meters of you hits or misses you with an attack, you can use your reaction to attack that target immediately after its attack, provided that you can see the target.

Phalanx Breaker

Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different target that is within 1 [10] meters of the original target and within range of your weapon.

Defensive Tactics

At 7th level, you gain one of the following features of your choice.

Escape the Horde

Opportunity attacks against you are made with disadvantage.

Multiattack Defense

When a target hits you with an attack, you gain a +4 bonus to Evasion against all subsequent attacks made by that target for the rest of the turn.

Steel Will

You have advantage on saving throws against being frightened.

Multiattack

At 11th level, you gain one of the following features of your choice.

Barrage

You can use your action to make a ranged attack against any number of targets within 20 [200] meters of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind Attack

You can use your action to make a melee attack against any number of targets within 1 [10] meters of you, with a separate attack roll for each target.

Superior Hunter's Defense

At 15th level, you gain one of the following features of your choice.

Evasion

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stand Against the Tide

When a hostile target misses you with a melee attack, you can use your reaction to force that target to repeat the same attack against another target (other than itself) of your choice.

Uncanny Dodge

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.



Sentinel

A Federation soldier pushes their comrade out of the way of a falling mobile suit.

The last Dom aboard a Musai deflects missile after missile of incoming attacks.

A Gelgoog distracts an enemy Gundam that is trying to destroy an allied Elmeth.

Sentinels are honor-bound warriors and practitioners of defensive arts. While other soldiers concentrate on causing harm, Sentinels use their prowess to protect others.

Stalwart Guardian

Sentinels are a unique type of fighter whose motives stem from a deep sense of duty and commitment. They are not the vanguard advancing on enemy positions, but rather the last stand against impending doom.

Cautious Premonitions

As part of their risk averse nature, Sentinels have seemingly supernatural senses about impending danger. Their experience and alertness allow them to detect potential threats and even avoid them entirely. This is not caused by a sense of fear, but rather thoughtful calculations and defensive posture.

Creating a Sentinel

Sentinels live for others. They defend a person, a people, or a nation with unwavering loyalty. Not everyone is born with such a sense of duty and even those who are called to serve don't necessarily heed the call.

Is there someone close to you that you are compelled to protect? Did you make a commitment to a long dead mentor to defend a place or object? Is there a debt you owe that can only be repaid by keeping someone safe?

Consider your Sentinel's past. What incident triggered their protective instincts and transformed them from an average brawler to a guardian? What commitment have they made or been thrust upon them? What are the conditions of their duties and what may bring their service to an end? Or are they perpetually bound to defend until their death? Are they looking to train the next generation of protectors?

Quick Build

You can quickly make a Sentinel with the following suggestions. Your highest Ability Score should be Strength, followed by Charisma. Next, select the Law Enforcement or Military background.

Class Features

As a Sentinel you gain the following Class Features.

Hit Points

Hit Dice: 1d10 per Sentinel level

Hit Points at 1st Level: 10 + your CON Modifier

Hit Points at Higher Levels: CON Modifier (Minimum 1) per Sentinel level after 1st

Proficiencies

Body Armor: All body armor & shields

Weapons: Small Arms, Bladed Weapons, Heavy Weapons

Tools: none

Saving Throws: Strength & Constitution

Mobile Weapons: General MS, Combat Crafts

Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Performance



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Equipment

You start with the following equipment in addition to your background:

- (a) a rifle with 20 rounds or (b) any basic melee weapon and a riot shield
- (a) a Common Mobile Suit or (b) a Combat Craft (value 100k or below)
- (a) an advanced mobile weapon melee weapon, or (b) a basic mobile weapon melee weapon & shield
- (a) 2 basic mobile weapon ranged weapons
- a pocket knife

Danger Sense

As an action, you can open your awareness to detect dangerous enemies. Until the end of your next turn, you know the location of any Newtype or Cyber-Newtype within 10 [100] meters of you that is not behind total cover. You know the type of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been subject to Psycommu interference or talents.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Mend

You have a pool of healing/repairing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points or armor points equal to your level × 5.

As an action, you can restore a number of hit points/armor points to a willing adjacent target, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 points from your pool of healing to cure the target of one disease, neutralize one poison affecting it, or remove the malfunctioning condition. You can cure multiple diseases and neutralize multiple poisons with a single use of Mend, expending points separately for each one.

The Sentinel Table

Level	Prof Bonus	Features	1st	2nd	3rd	4th	5th
1st	+2	Danger Sense, Mend	-	-	-	-	-
2nd	+2	Fighting Style, Hammer Strike	2	-	-	-	-
3rd	+2	Superior Endurance, Protector Feature	3	-	-	-	-
4th	+2	ASI or Feat	3	-	-	-	-
5th	+3	Extra Attack	4	2	-	-	-
6th	+3	Protective Presence	4	2	-	-	-
7th	+3	Protector Feature	4	3	-	-	-
8th	+3	ASI or Feat	4	3	-	-	-
9th	+4		4	3	2	-	-
10th	+4	Courageous Presence	4	3	2	-	-
11th	+4	Improved	4	3	3	-	-
12th	+4	ASI or Feat	4	3	3	-	-
13th	+5		4	3	3	1	-
14th	+5	Restoration	4	3	3	1	-
15th	+5	Protector Feature	4	3	3	2	-
16th	+5	ASI or Feat	4	3	3	2	-
17th	+6		4	3	3	3	1
18th	+6	Improved Presence	4	3	3	3	1
19th	+6	ASI or Feat	4	3	3	3	2
20th	+6	Protector Feature	4	3	3	3	2

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Dueling

When you are wielding a melee weapon in one hand and no other weapons or shields, you gain a +2 bonus to damage rolls with that weapon.

Defense

While you are wearing body armor, you gain a +1 bonus to Personal Evasion. When piloting a Mobile Weapon you may add +5 to its damage Threshold.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection

When a friendly target you can see attacks a target other than you that is within 1 [10] meters of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Hammer Strike

Starting at 2nd level, when you hit a target with a melee weapon attack, you can expend one Hammer Strike slot to deal additional damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level slot, plus 1d8 for each level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is a Cyber-Newtype or Newtype, to a maximum of 6d8.

Superior Endurance

By 3rd level, you gain immunity to disease. Furthermore, combat crafts and mobile suits you pilot are resistant to malfunctioning.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you may forego the Ability Score Increase and select a Feat from the Feats List instead.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Protective Presence

Starting at 6th level, whenever you or a friendly target within 2 [20] meters of you must make a saving throw, the target gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 6 [60] meters.



Courageous Presence

Starting at 10th level, you and friendly targets within 2 [20] meters of you can't be frightened while you are conscious.

At 18th level, the range of this aura increases to 6 [60] meters.

Improved Hammer Strike

By 11th level, your melee weapon strikes carry extra power with them. Whenever you hit a target with a melee weapon, the target takes an extra 1d8 damage.

Restoration

Beginning at 14th level, you can use your action to end one effect on yourself or on one willing target that you touch.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

Improved Presence

At 18th level, the range of your presences increase to 6 [60] meters.

Protector

You are a stalwart defender of your allies, even at great personal cost. You put yourself between attackers and your friends.

Gloating Attacker

Starting at 3rd level, the first enemy you hit with a Hammer Strike on your turn becomes distracted by you, which hinders its attacks. Until the start of your next turn, that target has disadvantage on any attack roll that isn't against you, and when it hits a target other than you with an attack, that attacked unit has resistance to the damage dealt by the attack.

Defensive Deflection

Beginning at 7th level, if a friendly target you can see within 5 [50] meters of you takes damage, you can use your reaction and expend one Hammer Strike slot to reduce that damage by 2d6.

When you reach certain levels in this class, you can reduce the damage by more: by 3d6 at 10th level and by 4d6 at 14th level.

Premonition

At 15th level, you gain the ability to roughly predict the outcome of events. You receive a feeling about the results of a specific course of action that you plan to take within the next 30 minutes. The Game Master chooses from the following possible feelings:

- Confidence - good results
- Trepidation - bad results
- Ambivalence - both good and bad results
- Nothing - neither particularly good nor bad

This premonition doesn't take into account any possible circumstances that might change the outcome, such additional preparation or the loss or gain of a companion.

You can't use this feature again until you finish a short or long rest.

Vengeful Deflection

At 20th level, when you use your Defensive Deflection to reduce the damage of an attack, the attacker takes an amount of damage equal to the damage that you prevented.

Engineer

A Feddie mechanic quickly fashions improvised weapon mods for the Gundam pilots onboard the warship.

A Zeon doctor operates on a Living Dead Division pilot, attaching a new prosthetic limb where one was lost in battle.

Engineers are the brains behind the brawn in the squad. While they may be decent enough fighters in their own right, operating machinery, repairing mobile suits, and even administering first aid is where they shine.

Masters of the Trade

Engineers are not only skilled practitioners of their craft, they possess mastery above all others. They are born with a natural talent in their chosen field that cannot be matched by training alone.

Spark of Creativity

The mark of a true Engineer is that they not only have a knack for fixing and maintaining, but also forging new creations. Anyone can repair a mobile suit, but only a certain type of genius can build a new enhancement or upgrade. It's this creative spark that separates average hobbyists from Engineers.

Creating an Engineer

Engineers often feel as though their profession chose them instead of the other way around. How did you discover your calling? Were you interested in technology or science as a child? Was there a skilled mechanic you looked up to? What was the specific field that captured your interest?



Quick Build

You can quickly make an Engineer with the following suggestions. Your highest Ability Score should be Intelligence, followed by Constitution or Dexterity. Next, select the Mechanic background. Finally select the following starting Talents:

Class Features

As an Engineer you gain the following Class Features.

Hit Points

Hit Dice: 1d8 per Engineer level

Hit Points at 1st Level: 8 + your CON Modifier

Hit Points at Higher Levels: CON Modifier (Minimum 1) per Engineer level after 1st

Proficiencies

Body Armor: Light armor, medium armor, shields

Weapons:

Tools: Demolition kit, repair kit

Saving Throws: Intelligence, Wisdom

Mobile Weapons: General MS, Combat Crafts

Skills: Choose three from Computer Use, Repair, History, Investigation, Medicine, Nature, Perception, Sleight of Hand

Equipment

You start with the following equipment in addition to your background:

- (a) a handgun with 14 rounds or (b) any basic melee weapon
- (a) a Common Mobile Suit or (b) a Combat Craft (value 100k or below)
- (a) a basic mobile weapon melee weapon & shield
- (a) an advanced mobile weapon ranged weapon, or (b) 2 basic mobile weapon ranged weapons
- a pocket knife

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Tinkerer

At 1st level, you learn how to add minor upgrades to mundane objects. To use this ability, you must have thieves' tools or artisan's tools in hand. As an action give a tiny object one of the following magical properties of your choice:

- The object sheds bright light in a 1 meter radius and dim light for an additional 1 meter.
- The object emits a recorded message that can be heard up to 2 meters away. The recording can be no more than 6 seconds long.
- The object continuously emits your choice of an odor or a nonverbal sound). The chosen sound is perceivable up to 2 meters away.
- A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

The chosen property lasts indefinitely. As an action, you can touch the object and end the property early.

You can craft upgrades on multiple objects, though a single object can only bear one property at a time. The maximum number of objects you can affect with this feature at one time is equal to your Intelligence modifier (minimum of one object). If you try to exceed your maximum, the oldest property immediately malfunctions, and then the new property applies.

Tech Talents

As a result of your education and tinkering you have unlocked access to technology that almost seems supernatural. These skills manifest in the form of Tech Talents. See *Using Talents* for the general rules of talents and the *Talents* section to see the Engineer exclusive Talent List.

The Engineer Table

Level	Prof Bonus	Features	At-Will Talents					Enhancements Known	Max Enhanced Items		
			Talents Known	1st	2nd	3rd	4th			5th	
1st	+2	Tinkerer, Tech Talents	2	-	2	-	-	-	-	-	
2nd	+2	Enhancements	2	-	2	-	-	-	4	2	
3rd	+2	Profession, Right Tool for the Job	2	5	3	-	-	-	4	2	
4th	+2	ASI or Feat	2	6	3	-	-	-	4	2	
5th	+3		2	6	4	2	-	-	4	2	
6th	+3	Profession Feature, Tool Expertise	2	6	4	2	-	-	6	3	
7th	+3	Flash of Genius	2	7	4	3	-	-	6	3	
8th	+3	ASI or Feat	2	8	4	3	-	-	6	3	
9th	+4		2	8	4	3	2	-	6	3	
10th	+4	Upgrade Adept	3	9	4	3	2	-	8	3	
11th	+4	Delayed Use Device	3	10	4	3	3	-	8	4	
12th	+4	ASI or Feat, Profession Feature	3	10	4	3	3	-	8	4	
13th	+5		3	11	4	3	3	1	8	4	
14th	+5	Upgrade Savant	4	12	4	3	3	1	10	5	
15th	+5		4	12	4	3	3	2	10	5	
16th	+5	ASI or Feat	4	13	4	3	3	2	10	5	
17th	+6		4	13	4	3	3	3	10	5	
18th	+6	Profession Feature, Upgrade Master	4	13	4	3	3	3	1	12	6
19th	+6	ASI or Feat	4	14	4	3	3	3	2	12	6
20th	+6	Technician Vitality	4	15	4	3	3	3	2	12	6

Talent Usage

Intelligence is your ability modifier for your Newtype Talents, since the power of your mind relies on your ability to project your will into the world. You use your Intelligence whenever a talent refers to your using ability modifier. In addition, you use your Intelligence modifier when setting the saving throw DC for a Newtype talent you use and when making an attack roll with one.

Talent save DC = 8 + your proficiency bonus + your Intelligence modifier

Talent attack modifier = your proficiency bonus + your Intelligence modifier

At-Will Talents

At first level, you know four At-Will Abilities of your choice from the Engineer Abilities list. You learn additional At-Will Abilities at higher levels, as shown in the At-Will Abilities column of the Engineer Class Table

Talent Slots

The following table shows how many talent slots you have to use your Engineer abilities of 1st level and higher. To use one of these abilities, you must expend a slot of the talent level or higher. You regain all expended talent slots when you finish a long rest.

Enhancements

At 2nd level, you gain the ability to upgrade mundane items with certain tech enhancements. The items you create with this feature are effectively prototypes of permanent items.

Enhancements Known

When you gain this feature, pick four Enhancements to learn, choosing from the section at the end of the class's description. You learn additional Enhancements of your choice when you reach certain levels in this class, as shown in the following table.

Whenever you gain a level in this class, you can replace one of the Enhancements you learned with a new one.

Enhancing an Item

Whenever you finish a long rest, you can choose an otherwise unupgraded object and imbue it with one of your Enhancements, turning it into an enhanced item. An Enhancement works on only certain kinds of objects, as specified in the Enhancement's description.

Your Enhancement remains in an item indefinitely, but when you die, the Enhancement malfunctions after a number of days have passed equal to your Intelligence modifier (minimum of 1 day). The Enhancement also breaks if you give up your knowledge of the Enhancement for another one.

You can enhance more than one object at the end of a long rest; the maximum number of objects appears in the Max Enhanced Items column of the preview table. You must have access to each of the objects, and each of your Enhancements can be in only one object at a time. Moreover, no object can bear more than one of your Enhancements at a time. If you try to exceed your maximum number of Enhancements, the oldest Enhancement immediately fails, and then the new Enhancement applies.

If an Enhancement ends on an item that contains other things, like a carrying case, its contents harmlessly fall out in and around its space.



Engineer Profession

Engineers pursue many disciplines. At 3rd level choose one profession from the list at the end of this class description.

The Right Tool for the Job

At 3rd level, you learn how to produce exactly the tool you need: with thieves' tools or artisan's tools, you can scavenge to create one set of tools in an unoccupied space within 1 meter of you. This creation requires 1 hour of uninterrupted work, which can coincide with a short or long rest. Tools created in this manner are only available temporarily until you use this ability again.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you may forego the Ability Score Increase and select a Feat from the Feats List instead.

Tool Expertise

Starting at 6th level, your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool.

Flash of Genius

Starting at 7th level, you gain the ability to come up with solutions under pressure. When you or another target you can see within 5 [50] meters of you makes an ability check or a saving throw, you can use your reaction to add your Intelligence modifier to the roll.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

Upgrade Adept

When you reach 10th level, you achieve a profound understanding of how to use and create upgraded items:

You can equip one additional upgrade to a combat craft or mobile suit you are piloting.

If you craft an item with a rarity of common or uncommon, it takes you a quarter of the normal time, and it costs you half as much of the usual gilla.

Delayed Use Device

At 11th level, you learn how to store a spell in an object. Whenever you finish a long rest, you can choose one simple or martial weapon or one item, and you store the effect of a talent in it, choosing a 1st- or 2nd-level talent from the Engineer talent list that requires 1 action to use.

While holding the object, its user can take an action to produce the talent's effect from it, using your talent ability modifier. If the talent requires concentration, the user must concentrate. The effect stays in the object until it's been used a number of times equal to twice your Intelligence modifier (minimum of twice) or until you use this feature again to store a talent effect in an object.

Upgrade Savant

At 14th level, your skill with magic items deepens more:

You can equip two additional upgrades to a combat craft or mobile suit you are piloting.

You ignore all requirements on attaching or using an upgraded item.

Upgrade Master

Starting at 18th level, you can equip three additional upgrades to a combat craft or mobile suit you are piloting.

Technician Vitality

At 20th level, you gain a +1 bonus to all saving throws per upgrade equipped to your Personnel Items or your Armored Combat unit.

If you're reduced to 0 hit points but not killed outright, you can use your reaction to end one of your Enhancements, causing you to drop to 1 hit point instead of 0.

Enhancements

Engineer Enhancements are technical processes that rapidly turn an ordinary object into an upgraded item. The description of each of the following Enhancements details the type of object that can receive it, along with the item's unique properties.

Some Enhancements specify a minimum level. You can't learn such an Enhancement until you are at least that level. Unless an Enhancement's description says otherwise, you can't learn an Enhancement more than once.

Combat Enhancements will specify whether they can be used for Personnel gear, Armored Combat equipment, or both.

Vernier Propulsion Suit

Prerequisite: 14th-level

Item: A suit of body armor

The wearer of this armor gains these benefits:

The wearer's walking speed increases by 1 meters.

The armor includes gauntlets that can be wielded only when the hand is holding nothing. The wearer is proficient with the gauntlets, and each one deals 1d8 force damage on a hit and has the thrown property, with a normal range of 5 meters and a long range of 10 meters. When thrown, the gauntlet detaches and flies at the attack's target, then immediately returns to the wearer and reattaches.

Full-Burnern

Prerequisite: 12th-level

Item: An Available Upgrade Slot

This mobile weapon's Mid-Air and Zero-G movement speeds increase by 10 meters.

Powered Exoskeleton

Item: A suit of body armor or Available Upgrade Slot

This armor has 6 charges. When the wearer makes a Strength check or a Strength saving throw, it can expend 1 charge to add a bonus to the roll equal to its Intelligence modifier.

The suit regains 1d6 expended charges daily at dawn.

Psycommu Device

Item: A headset or Available Upgrade Slot

While equipped, a user gains a +1 bonus to Newtype attack rolls.

The bonus increases to +2 when you reach 10th level in this class.

Enhanced Defense

Item: A suit of body armor or a standard MS shield

Wearer gains a +1 bonus to Evasion while wearing (armor) or wielding (shield) the item.

The bonus increases to +2 when you reach 10th level in this class.

Enhanced Weapon

Item: Any weapon (Personnel or Armored) with no other upgrades.

This enhanced weapon grants a +1 bonus to attack and damage rolls made with it.

The bonus increases to +2 when you reach 10th level in this class.

Sensor Array

Prerequisite: 10th-level

Item: A normal suit helmet or Available Upgrade Slot

While equipped, the wearer has advantage on initiative rolls. In addition, the wearer can't be surprised, provided it isn't incapacitated.



Robot Mascot

Item: A toy or box worth at least 100 gilla

You learn to create a mechanical toy akin to the popular Haro mascot that serves you.

You determine the mascot's final appearance. Some prefer mechanical-looking birds, whereas some like winged vials or miniature, animate cauldrons.

The mascot is friendly to you and your companions, and it obeys your commands. See this target's game statistics in the Robot Mascot stat block, which uses your proficiency bonus in several places.

In Personnel Combat, the robot mascot shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the robot mascot can take any action of its choice, not just Dodge.

The robot mascot regains 1d6 hit points if the Rapid Repair is used on it. If you or the robot mascot dies, it deactivates.

Robot Mascot

Size Tiny

Evasion 13

Armor Points 1 + INT Modifier + Engineer Level

Movement Speed 7 meters

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	12 (+1)	0	0	7 (-2)

Damage Immunities poison, psychic

Damage Resistance none

Condition Immunities exhaustion, poisoned

Evasive Maneuver. If the mascot is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can't use this trait if it's incapacitated.

Actions

Concussive Round. Ranged Weapon Attack: your talent attack modifier to hit, range 5 meters., one target you can see. Hit: 1d4 + Proficiency Bonus force damage.

Reactions

Talent Redirect. The mascot delivers a talent you use that has a range of touch. It must be within 60 meters of you.

Psychoframe Skin

Item: An item of clothing or Available Upgrade Slot

The item can send psychowaves to the wearer to refocus their mind. The item has 4 charges. When the wearer fails a Constitution saving throw to maintain concentration, the wearer can use its reaction to expend 1 of the item's charges to succeed instead. The item regains 1d4 expended charges daily at dawn.

Flashbang Hilt

Prerequisite: 6th-level

Item: Any melee weapon (Personnel or Armored) with no other upgrades.

This weapon grants a +1 bonus to attack and damage rolls made with it. While holding it, the wielder can take a bonus action to cause it to shed bright light in a 5 [50] meter radius and dim light for an additional 5 [50] meters. The wielder can extinguish the light as a bonus action.

The weapon has 4 charges. As a reaction immediately after being hit by an attack, the wielder can expend 1 charge and cause the attacker to be blinded until the end of the attacker's next turn, unless the attacker succeeds on a Constitution saving throw against your talent save DC. The weapon regains 1d4 expended charges daily at dawn.

Repeater

Item: Any ranged weapon (Personnel or Armored) with no other upgrades.

This weapon grants a +1 bonus to attack and damage rolls made with it when it's used to make a ranged attack, and can be reloaded as a bonus action instead of a standard action.



Damage Augmentation

Item: Any weapon (Personnel or Armored) with no other upgrades.

This weapon grants a +1 bonus to attack rolls made with it and deals an additional 1d6 damage of any type you choose.

This bonus damage increases to 1d8 at 10th level, 1d10 at 14th level, and 1d12 at 18th level.

Facsimile Item

Using this enhancement, you replicate a particular item. You can learn this enhancement multiple times; each time you do so, choose a new item that you can make with it. You may choose any item from the Equipment section with a rarity at or below the maximum rarity on the following table for your level. You cannot use this ability to craft mobile weapons or weapons of any kind.

Facsimile Item Rarity

Engineer Level	Max Rarity
2nd	Common
8th	Uncommon
12th	Rare
16th	Very Rare

Repulsion Shield

Prerequisite: 6th-level

Item: A riot shield or a standard MS shield

A wielder gains a +1 bonus to Evasion while wielding this shield.

The shield has 4 charges. While holding it, the wielder can use a reaction immediately after being hit by a melee attack to expend 1 of the shield's charges and push the attacker up to 3 [30] meters away. The shield regains 1d4 expended charges daily at dawn.

Resistant Armor Plates

Prerequisite: 6th-level

Item: A suit of armor

While equipped, a wearer or mobile weapon has resistance to one of the following damage types, which you choose when you infuse the item: acid, cold, heat, force, electric, poison, or psychic.

Returning Weapon

Item: Any weapon (Personnel or Armored) with no other upgrades and the thrown property.

This weapon grants a +1 bonus to attack and damage rolls made with it, and it returns to the wielder's hand immediately after it is used to make a ranged attack.

Talent Ring

Prerequisite: 6th-level

Item: A ring

While wearing this ring, the wearer can recover one expended talent slot as an action. The recovered slot can be of 3rd level or lower. Once used, the ring can't be used again until the next dawn.



Demolitions Expert

In the age of mobile suits and heavy machinery, you pride you

Bonus Proficiencies

At 3rd level, you become proficient with demolitions kits or poisoner's kits.

Improvised Explosives

At 3rd level, you can expend talent slots to craft bombs. The type of bomb, saving throw, and effect are laid out in the chart below. Different bombs will require a different base ingredient as well as a talent slot of 1st-level or higher. Your bombs can be thrown at any point within 4 [40] meters or up to 12 [120] meters with disadvantage. Every target within 1 [10] meters of the bomb's impact site must make a save against your talent DC. Targets take full damage on a failed save, or half as much on a successful one, with no additional effects.

Improvised Explosives

Bomb	Saving Throw	Required Materials	Effect
Toxic Gas	CON	Poisoner's Kit	2d6 poison dmg + Poisoned
Acid	DEX	Vial of acid	3d6 acid dmg
Incendiary	DEX	Kerosene	1d6/round fire dmg until extinguished
Shrapnel	DEX	Scrap metal	2d6 piercing dmg
Psycommu	WIS	Psychoframe	2d6 psychic dmg + confused
EMP	CON	Battery	2d6 electric dmg + malfunction

When you craft a bomb using a talent slot of 2nd-level or higher, the damage die increases by one for each slot above 1st-level. Talent slots can be recovered after the bomb is used, or after one week passes, at which time the bomb loses its effectiveness. However the base ingredient can be used again to create a new bomb. Bombs that aren't held, explode if they take any damage.

At the Game Master's discretion other items can be recycled to make a bomb.

Makeshift Bombs

At 6th level, you learn to use your bombs to damage and destroy structures. You now make your bombs with timed detonators. As an action, you can set a bomb and start its timer, which has a duration of your choice between 1 round and 5 minutes. Upon detonation, this bomb deals its damage as normal, but also deals double damage to any object within 1 [10] meters of it that isn't being worn or carried and also ignores its damage immunities.

Blast Powder

At 12th level, you have unlocked technological secrets of making your bombs more deadly. You add your intelligence modifier to all damage your bombs do.

Explosives Expert

At 18th level, you have achieved the peak of intellectual studies. You can increase the damage die of your bombs by one dice step. The splash range of your bombs, increases to 3 [30] meters from impact site. Additionally, the potency of your bombs allows them to ignore resistance for any damage type that the bombs cause.



Skills

Each ability covers a broad range of capabilities, including skills that a character or an enemy NPC can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. (A character's starting skill proficiencies are determined at character creation, and an enemy's skill proficiencies appear in the enemy's stat block.)

The skills related to each ability score are shown in the following list. (No skills are related to Constitution.) See an ability's description in the later sections for examples of how to use a skill associated with an ability.

Strength

- Athletics

Dexterity

- Acrobatics
- Sleight of Hand
- Stealth

Intelligence

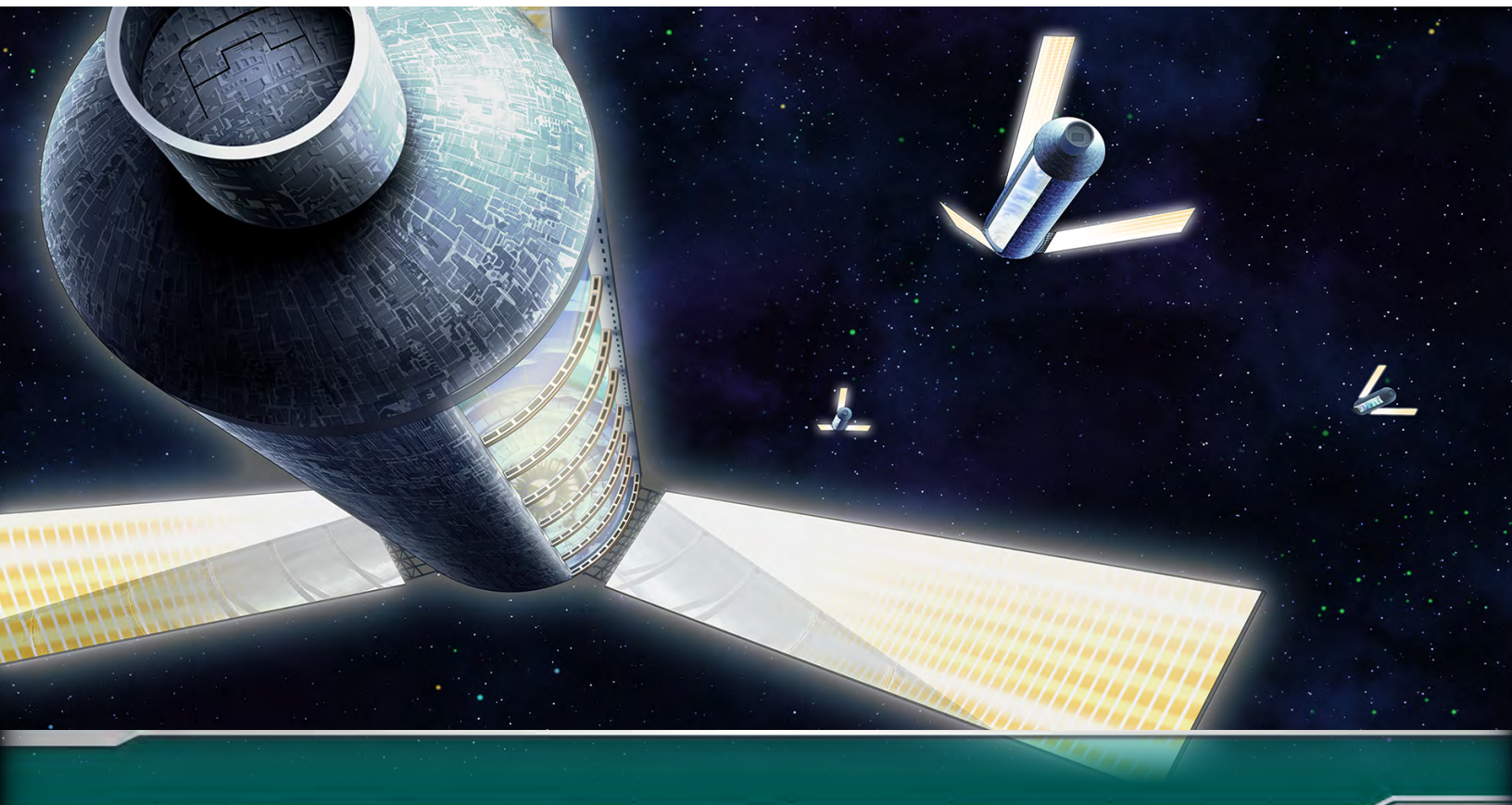
- Computer Use
- Repair
- History
- Investigation
- Nature

Wisdom

- Drive
- Insight
- Medicine
- Perception
- Survival

Charisma

- Deception
- Intimidation
- Persuasion
- Performance



Background

Your character had some sort of background prior to the outset of the One Year War (or other mobile suit conflict) and some kind of training in a field suitable for the life of a colonist. Of course, the call of war is indiscriminate, and some people from very unlikely walks of life might find themselves hurled into the conflict. To determine your character's past training, you need to choose or roll a background.

A background is simply a thumbnail description of the kind of life your character lived before they took up the campaign. It may not have been the only thing they did with their life, but it's the thing that taught them most of their existing skills. When you've chosen or rolled your background, take a moment to think about your character's past. Decide how your character came to take up that profession, and what made them leave it behind. Did they do it for excitement? Friendship? Money? Or were they just running from a situation they couldn't handle? You will also want to pick an origin for your character. You may be an Earthnoid living in the colonies, a born and bred Spacenoid from Side 3, or perhaps from a life of privilege having never left Earth.

Twenty backgrounds are provided on the following pages. You may roll randomly to see where your character comes from, or pick one that suits you. If none of the backgrounds appeal to you, you can simply describe your character's prior life to the GM and pick any three skills that fit that past.

Personality Traits

Give your character two personality traits. Personality traits are small, simple ways to help you set your character apart from every other character. Your personality traits should tell you something interesting and fun about your character. They should be self-descriptions that are specific about what makes your character stand out. "I'm smart" is not a good trait, because it describes a lot of characters. "I've read every book I can get my hands on" tells you something specific about your character's interests and disposition.

Personality traits might describe the things your character likes, his or her past accomplishments, things your character dislikes or fears, your character's self-attitude or mannerisms, or the influence of his or her ability scores.

A useful place to start thinking about personality traits is to look at your highest and lowest ability scores and define one trait related to each. Either one could be positive or negative: you might work hard to overcome a low score, for example, or be cocky about your high score.

Ideals

Describe one ideal that drives your character. Your ideals are the things that you believe in most strongly, the fundamental moral and ethical principles that compel you to act as you do. Ideals encompass everything from your life goals to your core belief system.

Ideals might answer any of these questions: What are the principles that you will never betray? What would prompt you to make sacrifices? What drives you to act and guides your goals and ambitions? What is the single most important thing you strive for?

You can choose any ideals you like, but your character's alignment is a good place to start defining them. Each background in this chapter includes six suggested ideals. Five of them are linked to aspects of alignment: dark, light, or neutral. The last one has more to do with the particular background than with moral or ethical perspectives.

Bonds

Create one bond for your character. Bonds represent a character's connections to people, places, and events in the world. They tie you to things from your background. They might inspire you to heights of heroism, or lead you to act against your own best interests if they are threatened. They can work very much like ideals, driving a character's motivations and goals.

MOBILE SUIT GUNDAM SE: ROLEPLAYING GAME

Bonds might answer any of these questions: Whom do you care most about? To what place do you feel a special connection? What is your most treasured possession?

Your bonds might be tied to your class, your background, your species, or some other aspect of your character's history or personality. You might also gain new bonds over the course of your adventures.

Flaws

Finally, choose a flaw for your character. Your character's flaw represents some vice, compulsion, fear, or weakness-in particular, anything that someone else could exploit to bring you to ruin or cause you to act against your best interests. More significant than negative personality traits, a flaw might answer any of these questions: What enrages you? What's the one person, concept, or event that you are terrified of? What are your vices?

Backgrounds, Skills, and Growth

Once you pick a background, your character gains several skills associated with their past.

1d20	Background	Starting Gilla
1	Brute	1d6x100
2	Clergy	1d8x100
3	Consort	1d6x100
4	Thief	1d8x100
5	Debutant	1d10x100
6	Entertainer	1d8x100
7	Merchant	1d10x100
8	Aristocrat	1d12x100
9	Law Enforcement	1d8x100
10	Vagrant	1d4x100
11	Doctor	1d10x100
12	Pilot	1d10x100
13	Bureaucrat	1d10x100
14	Student	1d6x100
15	Military	1d8x100
16	Colonist	1d8x100
17	Mechanic	1d10x100
18	Criminal	1d8x100
19	Spy	1d8x100
20	Worker	1d8x100



Brute

Hardened not by battle, but by a life hard-lived, Brutes are tough, hardy and often find work as mercenaries, bouncers, and bodyguards.

Bonus Skill Proficiencies: Athletics, Intimidation.

Bonus Feature: Tough - Once per long rest if you are reduced to 0 hit points in combat, you do not fall unconscious and are reduced to 1 hit point instead. If the damage you suffer would result in instant death (more than your total HP below 0), you are reduced to 0 hit points and are only unconscious instead.

Suggested Characteristics

1d8	Personality Trait
1	My friends know they can rely on me, no matter what.
2	I work hard so that I can play hard when the work is done.
3	I enjoy making friends over a bottle of booze.
4	I stretch the truth for the sake of a good story.
5	To me, a tavern brawl is a nice way to get to know a new city.
6	I never pass up a friendly wager.
7	I have a foul mouth and fouler mind.
8	I like a job well done, especially if I can convince someone else to do it.



1d6 Ideal

- 1 Respect. The thing that keeps a ship together is mutual respect between captain and crew.
- 2 Fairness. We all do the work, so we all share in the rewards.
- 3 Freedom. Space is freedom — the freedom to go anywhere and do anything.
- 4 Mastery. I'm a predator, and the others are my prey.
- 5 People. I'm committed to my crewmates, not to ideals.
- 6 Aspiration. Someday I'll own my own ship and chart my own destiny.

1d6 Bond

- 1 I'm loyal to my captain first, everything else second.
- 2 The ship is most important — crewmates and captains come and go.
- 3 I'll always remember my first ship.
- 4 I have a paramour in the colonies that I can't forget.
- 5 I was cheated out of my fair share of the profits, and I want to get my due.
- 6 A ruthless gang killed my captain and crew. Vengeance will be mine.

1d6 Flaw

- 1 I follow orders, even if I think they're wrong.
- 2 I'll say anything to avoid having to do extra work.
- 3 Once someone questions my courage, I never back down no matter how dangerous the situation.
- 4 Once I start drinking, it's hard for me to stop.
- 5 I can't help but pocket loose coins and other trinkets I come across.
- 6 My pride will probably lead to my destruction.

Clergy

Whether a priestess on Moon Moon or a minister on Earth, humanity's need for the faithful is never in short supply. Members of the faith often gain special access and privileges that could prove useful for a wandering crew.

Bonus Skill Proficiencies: Performance, History.

Bonus Feature: Keep the Faith - Grants advantage on saving throws against charm and fear effects.

Suggested Characteristics

1d8	Personality Trait
1	I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.
2	I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.
3	I see omens in every event and action. The gods try to speak to us, we just need to listen.
4	Nothing can shake my optimistic attitude.
5	I quote (or misquote) sacred texts and proverbs in almost every situation.
6	I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.
7	I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me.
8	I've spent so long in the temple that I have little practical experience dealing with people in the outside world.

1d6 Ideal

1	Tradition. The ancient traditions of worship and sacrifice must be preserved and upheld.
2	Charity. I always try to help those in need, no matter what the personal cost.
3	Change. We must help bring about the changes the gods are constantly working in the world.
4	Power. I hope to one day rise to the top of my faith's religious hierarchy.
5	Faith. I trust that my deity will guide my actions. I have faith that if I work hard, things will go well.
6	Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against his or her teachings.

1d6 Bond

1	I would die to recover an ancient relic of my faith that was lost long ago.
2	I will someday get revenge on the corrupt temple hierarchy who branded me a heretic.
3	I owe my life to the priest who took me in when my parents died.
4	Everything I do is for the common people.
5	I will do anything to protect the temple where I served.
6	I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

1d6 Flaw

1	I judge others harshly, and myself even more severely.
2	I put too much trust in those who wield power within my temple's hierarchy.
3	My piety sometimes leads me to blindly trust those that profess faith in my god.
4	I am inflexible in my thinking.
5	I am suspicious of strangers and expect the worst of them.
6	Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

Consort

The oldest profession in the world may refer to simple streetwalkers or expensive escorts for high society types, paid companions make excellent information gatherers and blackmail assets.

Bonus Skill Proficiencies: Insight, Deception.

Bonus Feature: Sweet Talk - As a Bonus Action, you may attempt to Charm an individual of your choosing for up to 1 minute. If the character is actively hostile toward you, this check is made with disadvantage.

Suggested Characteristics

1d8	Personality Trait
1	I believe that anything worth doing is worth doing right. I can't help it—I'm a perfectionist.
2	I'm a snob who looks down on those who can't appreciate fine art.
3	I always want to know how things work and what makes people tick.
4	I'm full of witty aphorisms and have a proverb for every occasion.
5	I'm rude to people who lack my commitment to hard work and fair play.
6	I like to talk at length about my profession.
7	I don't part with my money easily and will haggle tirelessly to get the best deal possible.
8	I'm well known for my work, and I want to make sure everyone appreciates it. I'm always taken aback when people haven't heard of me.

1d6 Ideal

- 1 Community. It is the duty of all civilized people to strengthen the bonds of community and the security of civilization.
- 2 Generosity. My talents were given to me so that I could use them to benefit the world.
- 3 Freedom. Everyone should be free to pursue his or her own livelihood.
- 4 Greed. I'm only in it for the money.
- 5 People. I'm committed to the people I care about, not to ideals.
- 6 Aspiration. I work hard to be the best there is at my craft.

1d6 Bond

- 1 The brothel where I learned my trade is the most important place in the world to me.
- 2 I am seeking someone worthy of sharing my gift with.
- 3 I owe my guild a great debt for forging me into the person I am today.
- 4 I pursue wealth to secure someone's love.
- 5 One day I will return to my guild and prove that I am the greatest of them all.
- 6 I will get revenge on the ones that destroyed my place of business and ruined my livelihood.

1d6 Flaw

- 1 I'll do anything to get my hands on something rare or priceless.
- 2 I'm quick to assume that someone is trying to cheat me.
- 3 No one must ever learn that I once stole money from guild coffers.
- 4 I'm never satisfied with what I have—I always want more.
- 5 I would kill to acquire a noble title.
I'm horribly jealous of anyone who can outshine me. Everywhere I go, I'm surrounded by rivals.



Thief

From common pickpockets to the planners of major heists, thieves are gifted at all manners of separating wealth from its owners. This makes them particularly skilled at procuring new gear and other assets for the party.

Bonus Skill Proficiencies: Deception, Acrobatics.

Bonus Feature: Fast Hands - You may use a Bonus Action to make a Sleight of Hand check to take or place an object without notice, attempt to open a non-digital lock, or use an object.

Suggested Characteristics

1d8 Personality Trait

- 1 I always have a plan for what to do when things go wrong.
- 2 I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.
- 3 The first thing I do in a new place is note the locations of everything valuable—or where such things could be hidden.
- 4 I would rather make a new friend than a new enemy.
- 5 I am incredibly slow to trust. Those who seem the fairest often have the most to hide.
- 6 I don't pay attention to the risks in a situation. Never tell me the odds.
- 7 The best way to get me to do something is to tell me I can't do it.
- 8 I blow up at the slightest insult.

1d6 Ideal

- 1 Honor. I don't hurt anyone I don't have to.
- 2 Freedom. Chains are meant to be broken, as are those who would forge them.
- 3 Charity. I steal from the privileged so that I can help people in need.
- 4 Greed. I will do whatever it takes to become wealthy.
- 5 People. I'm loyal to my friends, not to any ideals, and everyone else can breathe G3 gas for all I care.
- 6 Redemption. There's a spark of good in everyone.

1d6 Bond

- 1 I'm trying to pay off an old debt I owe to a generous benefactor.
- 2 My ill-gotten gains go to support my family.
- 3 Something important was taken from me, and I aim to steal it back.
- 4 I will become the greatest warrior that ever lived.
- 5 I'm guilty of a terrible crime. I hope I can redeem myself for it.
- 6 Someone I loved died because of a mistake I made. That will never happen again.

1d6	Flaw
1	When I see an enemy, I can't think about anything but how to ambush them.
2	When faced with a choice between money and my friends, I usually choose the money.
3	If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.
4	I have a "tell" that reveals when I'm lying.
5	I turn tail and run when things look bad.
6	An innocent person is in prison (or dead) for a crime that I committed. I'm okay with that.

Debutant

Whether the daughter of a Vice Minister or the son of a ship captain, these youths are not accustomed to work. They play politique well and leverage their connections to get things done for themselves and their party.

Bonus Skill Proficiencies: Persuasion, Insight.

Bonus Feature: Socialite - When not in disguise, you are immediately recognized everywhere you go. Friendly characters will aid you in any non combat scenario as well as granting you advantage on Personality skill checks made against them, while hostile characters will attack on sight and you have disadvantage on all Personality skill checks made against them.

Suggested Characteristics

1d8	Personality Trait
1	My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world.
2	Average people love me for my kindness and generosity.
3	No one could doubt by looking at my regal bearing that I am a cut above the unwashed masses.
4	I take great pains to always look my best and follow the latest fashions.
5	I don't like to get my hands dirty, and I won't be caught dead in unsuitable accommodations.
6	Despite my noble birth, I do not place myself above other folk. We all have the same blood.
7	My favor, once lost, is lost forever.
8	If you do me an injury, I will crush you, ruin your name, and destroy your home.

1d6	Ideal
1	Respect. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity.
2	Responsibility. It is my duty to respect the authority of those above me, just as those below me must respect mine.
3	Independence. I must prove that I can handle myself without the coddling of my family.
4	Power. If I can attain more power, no one will tell me what to do.
5	Family. Blood runs thicker than water.
6	Noble Obligation. It is my duty to protect and care for the people beneath me.

1d6	Bond
1	I will face any challenge to win the approval of my family.
2	My family's alliance with another noble family must be sustained at all costs.
3	Nothing is more important than the other members of my family.
4	I am in love with the heir of a family that my family despises.
5	My loyalty to my sovereign is unwavering.
6	Average people must see me as a hero of the people.

1d6	Flaw
1	I secretly believe that everyone is beneath me.
2	I hide a truly scandalous secret that could ruin my family forever.
3	I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.
4	I have an insatiable desire for carnal pleasures.
5	In fact, the world does revolve around me.
6	By my words and actions, I often bring shame to my family.

Entertainer

Singers, characters, dancers, and more. Never underestimate the influence and inspiration an idol can offer.

Bonus Skill Proficiencies: Persuasion, Performance.

Bonus Feature: Showtime- You live for the spotlight and to delight those around you. You can put on an impromptu show to keep those nearby focused on you. Gaining advantage on Performance skill checks to keep their attention.

Suggested Characteristics

1d8	Personality Trait
1	I know a story relevant to almost every situation.
2	Whenever I come to a new place, I collect local rumors and spread gossip.
3	I'm a hopeless romantic, always searching for that "special someone."
4	Nobody stays angry at me or around me for long, since I can defuse any amount of tension.
5	I love a good insult, even one directed at me.
6	I get bitter if I'm not the center of attention.
7	I'll settle for nothing less than perfection.
8	I change my mood or my mind as quickly as I change key in a song.

1d6 Ideal

1	Beauty. When I perform, I make the world better than it was.
2	Tradition. The stories, legends, and songs of the past must never be forgotten, for they teach us who we are.
3	Creativity. The world is in need of new ideas and bold action.
4	Greed. I'm only in it for the money and fame.
5	People. I like seeing the smiles on people's faces when I perform. That's all that matters.
6	Honesty. Art should reflect the soul; it should come from within and reveal who we really are.

1d6 Bond

1	My instrument is my most treasured possession, and it reminds me of someone I love.
2	Someone stole my precious instrument, and someday I'll get it back.
3	I want to be famous, whatever it takes.
4	I idolize a hero of the old tales and measure my deeds against that person's.
5	I will do anything to prove myself superior to my hated rival.
6	I would do anything for the other members of my old troupe.

1d6 Flaw

1	I'll do anything to win fame and renown.
2	I'm a sucker for a pretty face.
3	A scandal prevents me from ever going home again. That kind of trouble seems to follow me around.
4	I once satirized a noble who still wants my head. It was a mistake that I will likely repeat.
5	I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.
6	Despite my best efforts, I am unreliable to my friends.

Merchant

The title of merchant can apply to both small town shop stalls as well as multi-billion gilla corporations. The resources and supply chains available to either are always beneficial.

Bonus Skill Proficiencies: Persuasion, Insight.

Bonus Feature: Haggle - When buying or selling from any shop or merchant that is not hostile toward you, you receive a 15% discount and earn 10% more on sold goods.

Suggested Characteristics

1d8	Personality Trait
1	I didn't have the cutthroat attitude necessary to succeed. I won't make that mistake again.
2	Even my competitors said I was affable and talented. Those traits should serve me well.
3	To prosper, you have to be in control.
4	The customer is always right.
5	I was cutting corners and breaking deals to maximize profit. That's why I failed.
6	When I get an idea, I am single-minded in its execution — even if it's a terrible idea.
7	If I can be everyone's friend, I'll always have support.
8	My heart wasn't in being a merchant, so I failed. I'm not all that keen on adventuring either, but I need the money.



1d6 Ideal

- 1 Survival. Where there's life, there's hope. If I remain alive and flexible, I can succeed.
- 2 Generosity. People helped me when I was down. Now that I'm back on my feet, I'll pay it forward.
- 3 Excitement. Caution got me nowhere in my previous business. I'm not going to let it hold me back now.
- 4 Wealth. With enough gilla, I can buy comfort, power, and knowledge. Nothing will stand between me and money.
- 5 Stability. The mercantile trade was too chaotic for me. I need a nice stable profession, like adventuring.
- 6 Redemption. Too many people consider me a failure. So I need to prove them wrong.

1d6 Bond

- 1 My family means everything to me. I failed them before, and I must not do so again.
- 2 My church provides a connection to my god, so I must ensure that it is protected and funded.
- 3 My former business partner fell ill, and then our business failed. Part of my new venture involves earning enough to take care of their family.
- 4 If I take care of my possessions, they'll take care of me. People come and go, but a weapon or a wand is something you can always rely on.
- 5 Although my business failed, the people of my community were kind to me. I'll do everything in my power to protect them.
- 6 I owe a dangerous person a lot of money. As long as they're happy, they let my debt rest unpaid.

1d6 Flaw

- 1 Why spend 100 gilla here when we can get the same goods for 50 at the next port?
- 2 I must have the best of everything. Like, right now.
- 3 You haven't heard of me? I'm sure that's because of your ignorance and low breeding. I failed, but I'm awesome. So when anyone else is successful, it must be because of nepotism, dishonesty, or dumb luck.
- 4 I find that most people are trustworthy. Hey, where's my credit card?
- 5 Nothing gets between me and danger except my fellow adventurers. So I'll be sure to put them there.

Aristocrat

Anyone who says money can't buy happiness just didn't have enough to give it a proper try. Whether by inheritance or hard work the upper class lives in luxury and has privileges that others do not.

Bonus Skill Proficiencies: Computer Use, Investigation.

Bonus Feature: Connected - When buying from a vendor you can purchase items one rarity level higher.

Suggested Characteristics

1d8 Personality Trait

- 1 My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world.
- 2 Average people love me for my kindness and generosity.
- 3 No one could doubt by looking at my regal bearing that I am a cut above the unwashed masses.
- 4 I take great pains to always look my best and follow the latest fashions.
- 5 I don't like to get my hands dirty, and I won't be caught dead in unsuitable accommodations.
- 6 Despite my noble birth, I do not place myself above other folk. We all have the same blood.
- 7 My favor, once lost, is lost forever.
- 8 If you do me an injury, I will crush you, ruin your name, and destroy your home.

1d6 Ideal

- 1 Respect. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity.
- 2 Responsibility. It is my duty to respect the authority of those above me, just as those below me must respect mine.
- 3 Independence. I must prove that I can handle myself without the coddling of my family.
- 4 Power. If I can attain more power, no one will tell me what to do.
- 5 Family. Blood runs thicker than water.
- 6 Noble Obligation. It is my duty to protect and care for the people beneath me.

1d6 Bond

- 1 I will face any challenge to win the approval of my family.
- 2 My family's alliance with another noble family must be sustained at all costs.
- 3 Nothing is more important than the other members of my family.
- 4 I am in love with the heir of a family that my family despises.
- 5 My loyalty to my sovereign is unwavering.
- 6 Average people must see me as a hero of the people.

1d6 Flaw

- 1 I secretly believe that everyone is beneath me.
- 2 I hide a truly scandalous secret that could ruin my family forever.
- 3 I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.
- 4 I have an insatiable desire for carnal pleasures.
- 5 In fact, the world does revolve around me.
- 6 By my words and actions, I often bring shame to my family.

Law Enforcement

From beat cops, to detectives, to security guards, law enforcement officers are trusted to serve and protect colonists and Earthnoids alike. Skilled at reading people, investigating crime, and working within organizations.

Bonus Skill Proficiencies: Perception, Investigation.

Bonus Feature: Restraining Maneuver - You have advantage in all attempts to grapple when engaged in Personnel combat.

Suggested Characteristics

1d8 Personality Trait

- 1 I'm always polite and respectful.
- 2 I'm haunted by bad memories. I can't get the images of violence out of my mind.
- 3 I've lost too many friends, and I'm slow to make new ones.
- 4 I'm full of inspiring and cautionary tales from my experience relevant to almost every combat situation.
- 5 I can stare down a mobile armor without flinching.
- 6 I enjoy being strong and like breaking things.
- 7 I have a crude sense of humor.
- 8 I face problems head-on. A simple, direct solution is the best path to success.

1d6 Ideal

- 1 Greater Good. Our lot is to lay down our lives in defense of others.
- 2 Responsibility. I do what I must and obey just authority.
- 3 Independence. When people follow orders blindly, they embrace a kind of tyranny.
- 4 Might. In life as in war, the stronger force wins.
- 5 Live and Let Live. Ideals aren't worth killing over or going to war for.
- 6 Nation. My home, colony, or people are all that matter.

1d6 Bond

- 1 I would still lay down my life for my community
- 2 Someone saved my life in the line of duty. To this day, I will never leave a friend behind.
- 3 My honor is my life
- 4 I'll never forget the perp that got away.
- 5 Those who fight beside me are those worth dying for.
- 6 I fight for those who cannot fight for themselves.

1d6 Flaw

- 1 The ace pilot we faced in battle still leaves me quivering with fear.
- 2 I have little respect for anyone who is not a proven warrior.
- 3 I made a terrible mistake that sent an innocent to jail—and I would do anything to keep that mistake secret.
- 4 My hatred of my enemies is blind and unreasoning.
- 5 I obey the law, even if the law causes misery.
- 6 I'd rather eat my mobile suit than admit when I'm wrong.



Vagrant

Poverty is a serious problem in the Universal Century both in the colonies and on Earth. The street savvy survivors possess toughness and resilience to get things done.

Bonus Skill Proficiencies: Survival, Stealth.

Bonus Feature: Palming - You may conceal an item even when being searched. You may only conceal one item at a time, and may include small weapons, money, tricketts, or tools. When entering Personnel combat, if you are concealing a weapon, you may make a single surprise round attack against a target after Initiative is rolled.

Suggested Characteristics

1d8	Personality Trait
1	I don't run from tyrants. Tyrants run from me.
2	I like to read and memorize poetry. It keeps me calm and brings me fleeting moments of happiness.
3	I spend money freely and live life to the fullest, knowing that tomorrow I might die.
4	I live for the thrill of battle.
5	I don't talk about the colony drop. I'd rather not burden others with my torment.
6	I expect danger around every corner.
7	I refuse to become a victim, and I will not allow others to be victimized.
8	I put no trust in anyone.

1d6	Ideal
1	I try to help those in need, no matter what the personal cost
2	I'll stop those who would use colonies as weapons or die trying.
3	I kill tyrants and bullies to make the world a safer place.
4	I have a calling that puts me above the law.
5	I like to know my enemy's capabilities and weaknesses before rushing into battle.
6	I'm a monster that destroys other monsters and anything else that gets in my way.

1d6	Bond
1	I must do everything in my power to protect the family I have left.
2	I owe my life to the person who took me in when my parents died.
3	My torment drove away the person I love. I strive to win back the love I've lost.
4	I would do anything, and kill anyone, to stop the "sky from falling" ever again.
5	A terrible guilt consumes me. I hope that I can find redemption through my actions.
6	I would sacrifice my life and my soul to protect the innocent.

1d6	Flaw
1	I have certain rituals that I must follow every day. I can never break them.
2	I assume the worst in people.
3	I feel no compassion for the dead. They're the lucky ones.
4	I have an addiction.
5	I am a purveyor of doom and gloom who lives in a world without hope.
6	I talk to someone that no one else can see or mistake someone for a dead relative.

Doctor

While not necessarily exclusive to just physicians, medical professionals from nurses to field medics play a vital role in wartime. Anyone with experience in patient care is a welcome addition to any crew.

Bonus Skill Proficiencies: Medicine, Survival.

Bonus Feature: Urgent Care - When rolling to stabilize an unconscious character, on a successful Medicine check, the character is not unconscious and restored to 1 hit point. On a failed check, the character is still stabilized but remains unconscious at 0 hit points.

Suggested Characteristics

1d8	Personality Trait
1	All I think about is saving lives, or lives that have been lost.
2	I practice in the name of my religion, nation, or military faction.
3	I am cold and calculating in my every word and action, even when furious or frightened.
4	When the bodies hit the floor, my hands go into automatic.
5	I consider Newtypesto be cheating and unaccountable, or an integral future counterpart of a greater medical art.
6	I am waging a personal war on death itself.
7	I am entranced and inspired by the brilliance and glory of the living body.
8	I am actively involved in the medical society and engage in theoretical discourse and debate.



1d6 Ideal

- | | |
|---|---|
| 1 | Life. I was put in this world to protect and save life. |
| 2 | Oath. I swore my oath, and now I must live by its tenets. |
| 3 | Vigilantism. No man can dictate who shall die, when, or how! |
| 4 | Profit. Is it really my fault that all who come to me suffering also come bearing compensation? |
| 5 | Survival. We are all in this together, for better or for worse. |
| 6 | Right. Everyone deserves to live. |

1d6 Bond

- | | |
|---|---|
| 1 | I owe everything to my home hometown, for pooling their resources to have me educated. I was pushed, or encouraged, into the field by my parents, one of whom may have been a doctor. |
| 2 | My professor is the most important person in the world to me. |
| 3 | My patients are my everything- losing one of them is like dying, but it never ends. |
| 4 | I took up the profession because someone close to me died of something treatable. |
| 5 | I started my training alone from texts I obtained by my own means. |
| 6 | |

1d6 Flaw

- | | |
|---|--|
| 1 | I took the vow to be a healer without realizing its full implications. |
| 2 | No one can know that I have broken my promises before. |
| 3 | I feel contempt for many of my patients. |
| 4 | I think I am better than other doctors, and other people in general. |
| 5 | Sometimes I go too far in my search for knowledge. |
| 6 | I am frightened/sickened by human suffering. |

Pilot

Whether the helmsman of a battleship or a mobile suit test pilot, the reflexes and intuition required to operate any size craft in space make for a valuable combat asset.

Bonus Skill Proficiencies: Drive, Acrobatics

Bonus Feature: Hawkeye - Gain advantage on all perception skill checks that rely on sight. In Personnel combat, you are never surprised.

Suggested Characteristics

1d8 Personality Trait

- | | |
|---|---|
| 1 | My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world. |
| 2 | Average people love me for my kindness and generosity. |
| 3 | I'm always polite and respectful. |
| 4 | I face problems head-on. A simple, direct solution is the best path to success. |
| 5 | I don't like to get my hands dirty, and I won't be caught dead in unsuitable accommodations. |
| 6 | I enjoy being strong and like breaking things. |
| 7 | My favor, once lost, is lost forever. |
| 8 | If you do me an injury, I will crush you, ruin your name, and destroy your home. |

1d6 Ideal

- | | |
|---|--|
| 1 | Greater Good. Our lot is to lay down our lives in defense of others. |
| 2 | Nation. My home, the Earth, or people are all that matter. |
| 3 | Respect. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity. |
| 4 | Responsibility. It is my duty to respect the authority of those above me, just as those below me must respect mine. |
| 5 | Honor. I don't hurt anyone I don't have to. |
| 6 | Power. If I can attain more power, no one will tell me what to do. |



1d6 Bond

- 1 My loyalty to my sovereign is unwavering.
- 2 Someone saved my life on the battlefield. To this day, I will never leave a friend behind.
- 3 My honor is my life
- 4 I'll never forget the crushing defeat my company suffered or the enemies who dealt it.
- 5 Those who fight beside me are those worth dying for.
- 6 Average people must see me as a hero of the people.

1d6 Flaw

- 1 I secretly believe that everyone is beneath me.
- 2 I have little respect for anyone who is not a proven warrior.
- 3 I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.
- 4 I have an insatiable desire for carnal pleasures.
- 5 I obey the law, even if the law causes misery.
- 6 I'd rather eat my mobile suit than admit when I'm wrong.

Bureaucrat

In wartime, even the lowest level government official from the audit bureau can make a difference. Using their connections in government to leverage change, bureaucrats are an unappreciated contributor to any group.

Bonus Skill Proficiencies: Deception, Performance.

Bonus Feature: Grease the Wheels - Once per Long Rest, you may roll on the requisition table below to use your connections to acquire valuable goods & services.

1d20 Result

- | | |
|-------|--|
| 1-8 | 1 Emergency Repair Patch or First Aid Kit |
| 9-14 | A weapon up to 12k gilla |
| 15-17 | 5 Emergency Repair Patches or First Aid Kits |
| 18-19 | Resupply (MS/Weapons are repaired/reloaded) |
| 20 | A single MS or vehicle up to 200k gilla |

Suggested Characteristics

1d8 Personality Trait

- 1 My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world.
- 2 Average people love me for my kindness and generosity.
- 3 I'm always polite and respectful.
- 4 I face problems head-on. A simple, direct solution is the best path to success.
- 5 I don't like to get my hands dirty, and I won't be caught dead in unsuitable accommodations.
- 6 I enjoy being strong and like breaking things.
- 7 My favor, once lost, is lost forever.
- 8 If you do me an injury, I will crush you, ruin your name, and destroy your home.

1d6 Ideal

- 1 Greater Good. Our lot is to lay down our lives in defense of others.
- 2 Nation. My home, the Earth, or people are all that matter.
- 3 Respect. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity.
- 4 Responsibility. It is my duty to respect the authority of those above me, just as those below me must respect mine.
- 5 Honor. I don't hurt anyone I don't have to.
- 6 Power. If I can attain more power, no one will tell me what to do.

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- 5 Those who fight beside me are those worth dying for.
- 6 Average people must see me as a hero of the people.

1d6 Flaw

- 1 I secretly believe that everyone is beneath me.
- 2 I have little respect for anyone who is not a proven warrior.
- 3 I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.
- 4 I have an insatiable desire for carnal pleasures.
- 5 I obey the law, even if the law causes misery.
- 6 I'd rather eat my mobile suit than admit when I'm wrong.

Student

Clever, studious, and optimistic. Students play a larger role in conflict than they rightfully should, from helping Zeon strike teams to piloting the Unicorn Gundam.

Bonus Feature: Studious - Once per Long Rest, at the beginning of each day, you may choose any one skill that you are not proficient in, until the next time you take a long rest, you gain proficiency in that skill when making checks. You can only change the selected skill after a long rest and you must declare the skill immediately after a long rest.

Suggested Characteristics

1d8	Personality Trait
1	I judge people by their actions, not their words.
2	If someone is in trouble, I'm always ready to lend help.
3	I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.
4	I idolize a particular hero of the OYW, and constantly refer to that person's deeds and example.
5	Nothing can shake my optimistic attitude.
6	I blow up at the slightest insult.
7	I misuse long words in an attempt to sound smarter.
8	I get bored easily. When am I going to get on with my destiny?

1d6	Ideal
1	Charity. I always try to help those in need, no matter what the personal cost.
2	Change. We must help bring about the changes that are constantly working in the world.
3	Sincerity. There's no good in pretending to be something I'm not.
4	Responsibility. I do what I must and obey just authority.
5	Independence. When people follow orders blindly, they embrace a kind of tyranny.
6	Live and Let Live. Ideals aren't worth killing over or going to war for.

1d6	Bond
1	I have a family, but I have no idea where they are. One day, I hope to see them again.
2	I am in love with an enemy and I would do anything to stop fighting.
3	I would lay down my life for my classmates.
4	Everything I do is to support my family.
5	I protect those who cannot protect themselves.
6	I've been searching my whole life for the answer to a certain question.

1d6	Flaw
1	I have a "tell" that reveals when I'm lying.
2	I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.
3	I obey the law, even if the law causes misery.
4	I overlook obvious solutions in favor of complicated ones.
5	I speak without really thinking through my words, invariably insulting others.
6	I can't keep a secret to save my life, or anyone else's.

Military

Soldiers bear the biggest burden in war, and the One Year War is no different. Modern warriors Tasked with fighting for independence or protecting civilians from horrific colony drops.

Bonus Skill Proficiencies: Drive, Athletics.

Bonus Feature: Hold the Line - When engaged in Personnel combat, you may increase your damage dealt by Personnel firearms by 1 dice step (ie 1d6 instead of 1d4).



Suggested Characteristics

1d8	Personality Trait
1	I'm always polite and respectful.
2	I'm haunted by memories of war. I can't get the images of violence out of my mind.
3	I've lost too many friends, and I'm slow to make new ones.
4	I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.
5	I can stare down a mobile armor without flinching.
6	I enjoy being strong and like breaking things.
7	I have a crude sense of humor.
8	I face problems head-on. A simple, direct solution is the best path to success.

1d6 Ideal

1	Greater Good. Our lot is to lay down our lives in defense of others.
2	Responsibility. I do what I must and obey just authority.
3	Independence. When people follow orders blindly, they embrace a kind of tyranny.
4	Might. In life as in war, the stronger force wins.
5	Live and Let Live. Ideals aren't worth killing over or going to war for.
6	Nation. My home, colony, or people are all that matter.

1d6 Bond

1	I would still lay down my life for the people I served with.
2	Someone saved my life on the battlefield. To this day, I will never leave a friend behind.
3	My honor is my life
4	I'll never forget the crushing defeat my company suffered or the enemies who dealt it.
5	Those who fight beside me are those worth dying for.
6	I fight for those who cannot fight for themselves.

1d6 Flaw

1	The ace pilot we faced in battle still leaves me quivering with fear.
2	I have little respect for anyone who is not a proven warrior.
3	I made a terrible mistake in battle that cost many lives—and I would do anything to keep that mistake secret.
4	My hatred of my enemies is blind and unreasoning.
5	I obey the law, even if the law causes misery.
6	I'd rather eat my mobile suit than admit when I'm wrong.

Colonist

Spacenoids are different from your average civilian and each one must be an amateur astronaut with basic technical knowledge suited to surviving in space.

Bonus Skill Proficiencies: Repair, Computer Use.

Bonus Feature: Life in Zero-G - When involved in grapples in Personnel combat, you have advantage on all saving throws when made in space, onboard a ship, or on a colony.

Suggested Characteristics

1d8	Personality Trait
1	I am easily amazed by natural phenomena on Earth.
2	I get bored easily. When am I going to get on with my destiny?
3	I exaggerate and flourish when walking about in zero-G.
4	I rarely see any Earth or other colonies as much of a challenge.
5	I often tell stories about local figures in my home community.
6	I do not respect the authority or danger of people outside my home colony.
7	I am overly cautious. Waste not, want not.
8	I hoard food and equipment for the day when there is none.

1d6 Ideal

1	Proven Techniques. Once a successful way of doing things has been found, we should keep to it until it endangers us.
2	New Ways. We must constantly seek new and innovative ways of doing things if we are to survive.
3	Community. We all must work together if we are to survive. We should protect the weak so that they may become strong.
4	Hard Choices. The weak pull us down, and must be cut loose if the rest of us are going to survive.
5	Determination. Nothing will stop us from accomplishing our goals. We must never give up.
6	Compromise. Only in working together and sharing our strengths can Earth and the colonies coexist.

1d6 Bond

- 1 I will get revenge on those who threaten my colony.
- 2 I will find a way for us all to survive the current war.
- 3 I will protect those closest to me.
- 4 I seek a new home for my brethren.
- 5 I will keep my colony out of the conflict at any cost.
- 6 I have been ostracized by my colony, but I will find a way to regain their respect.

1d6 Flaw

- 1 I am extremely suspicious of people I don't already know.
- 2 I never let anyone I care about go off alone. Ever.
- 3 I take my time in a new environment, scouting out the entire area.
- 4 I take revenge for every offense.
- 5 I secretly enjoy dangerous situations.
- 6 I seek consensus from the entire group before taking action.

Mechanic

In an age of technological marvels, mechanics and engineers are prized among parties for their ability to repair and construct tools and machinery.

Bonus Skill Proficiencies: Repair, Computer Use.

Bonus Feature: Patchworks - When rolling to stabilize a disabled mobile suit or vehicle, on a successful Repair check, the vehicle is not destroyed and restored to 1 armor point. On a failed check, the vehicle is still stabilized but remains immobile at 0 armor points.

Suggested Characteristics

1d8 Personality Trait

- 1 When I see a scrap of metal or wood, I can't help but pocket it.
- 2 I don't talk a lot, because I become engrossed in my thoughts.
- 3 I can't help myself around complex objects, I just want to find out how they work.
- 4 Most of the words I say sound like complete gibberish to those who know nothing about science.
- 5 I'm constantly sketching or taking notes about my surroundings.
- 6 Everything, no matter how small or insignificant, must be cataloged.
- 7 I prefer to make precise calculations before taking action.
- 8 When excited I tend to start speaking faster, and tend to get a bit jittery.

1d6 Ideal

- 1 Organization. Everything has its place and everything should be in its place.
- 2 People. All of my inventions are made to help people who can't help themselves.
- 3 Freedom. I invent what I want, whether my inventions are legal or not.
- 4 Greed. Everything I make I sell, I don't care who it hurts.
- 5 Community. I invent to help myself, my friends, and my family, and other people can do the same if they want inventions.
- 6 Safety. I build so that harm may not come to myself and those I care about.

1d6 Bond

- 1 I once made a child very happy with an invention, I wish to do so again.
- 2 My inventions are like family to me, so I protect them as best I can.
- 3 I seek to blend technology with Newtype talent, and create perfect harmony.
- 4 My old workshop is now in ruins due to an accident, I will never make that mistake again.
- 5 Anytime someone is hesitant or scared of my inventions I try to make them feel comfortable around them.
- 6 All the profits I make from selling my inventions go to my old masters back home.



1d6	Flaw
1	I enjoy my more dangerous inventions a little too much.
2	Gilla is the only thing that motivates me.
3	The best inventions are the ones that harm others.
4	I always over analyze any and all situations.
5	Explosions are adorable.
6	One of my inventions horribly mangled someone influential, and they hunt me to this day.

Criminal

While some commit crime to live, others take pleasure in hurting others and gaining wealth from it. It's not pretty, but it bestows a set of skills that increase a group's survivability.

Bonus Skill Proficiencies: Sleight of Hand, Intimidation.

Bonus Feature: Henchmen - You may have up to your proficiency bonus in henchmen in your employ. They will not engage in mobile suit combat, but they will aid in personnel combat as long as at least half of your party is conscious and fighting. Henchmen cost 10 gilla per day to remain employed. If you do not have the gilla to pay for a henchman, you cannot utilize their service anymore.

Suggested Characteristics

1d8	Personality Trait
1	I always have a plan for what to do when things go wrong.
2	I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.
3	The first thing I do in a new place is note the locations of everything valuable—or where such things could be hidden.
4	I would rather make a new friend than a new enemy.
5	I am incredibly slow to trust. Those who seem the fairest often have the most to hide.
6	I don't pay attention to the risks in a situation. Never tell me the odds.
7	The best way to get me to do something is to tell me I can't do it.
8	I blow up at the slightest insult.

1d6	Ideal
1	Honor. I don't hurt anyone I don't have to.
2	Freedom. Chains are meant to be broken, as are those who would forge them.
3	Charity. I steal from the privileged so that I can help people in need.
4	Greed. I will do whatever it takes to become wealthy.
5	People. I'm loyal to my friends, not to any ideals, and everyone else can breathe G3 gas for all I care.
6	Redemption. There's a spark of good in everyone.

1d6	Bond
1	I'm trying to pay off an old debt I owe to a generous benefactor.
2	My ill-gotten gains go to support my family.
3	Something important was taken from me, and I aim to steal it back.
4	I will become the greatest warrior that ever lived.
5	I'm guilty of a terrible crime. I hope I can redeem myself for it.
6	Someone I loved died because of a mistake I made. That will never happen again.

1d6	Flaw
1	When I see an enemy, I can't think about anything but how to ambush them.
2	When faced with a choice between money and my friends, I usually choose the money.
3	If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.
4	I have a "tell" that reveals when I'm lying.
5	I turn tail and run when things look bad.
6	An innocent person is in prison (or dead) for a crime that I committed. I'm okay with that.

Spy

Whether it's industrial and corporate espionage or clandestine services for the military, agents of subterfuge can always help turn the tides in their side's favor.

Bonus Skill Proficiencies: Deception, Investigate.

Bonus Feature: Informant - Once per long rest, you may make a DC 16 Investigation skill check. On a success, you may ask the game master for a single piece of intel in the form of a question with a yes or no answer.

Suggested Characteristics

1d8	Personality Trait
1	I always have a plan for what to do when things go wrong.
2	I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.
3	The first thing I do in a new place is note the locations of everything valuable—or where such things could be hidden.
4	I would rather make a new friend than a new enemy.
5	I am incredibly slow to trust. Those who seem the fairest often have the most to hide.
6	I don't pay attention to the risks in a situation. Never tell me the odds.
7	The best way to get me to do something is to tell me I can't do it.
8	I blow up at the slightest insult.
1d6	Ideal
1	Honor. I don't hurt anyone I don't have to.
2	Freedom. Chains are meant to be broken, as are those who would forge them.
3	Charity. I steal from the privileged so that I can help people in need.
4	Greed. I will do whatever it takes to become wealthy.
5	People. I'm loyal to my friends, not to any ideals, and everyone else can breathe G3 gas for all I care.
6	Redemption. There's a spark of good in everyone.
1d6	Bond
1	I'm trying to pay off an old debt I owe to a generous benefactor.
2	My ill-gotten gains go to support my family.
3	Something important was taken from me, and I aim to steal it back.
4	I will become the greatest warrior that ever lived.
5	I'm guilty of a terrible crime. I hope I can redeem myself for it.
6	Someone I loved died because of a mistake I made. That will never happen again.
1d6	Flaw
1	When I see an enemy, I can't think about anything but how to ambush them.
2	When faced with a choice between money and my friends, I usually choose the money.
3	If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.
4	I have a "tell" that reveals when I'm lying.
5	I turn tail and run when things look bad.
6	An innocent person is in prison (or dead) for a crime that I committed. I'm okay with that.

Worker

From day laborers to office drones, every civilian has some set of skills that can contribute to the success of a crew.

Bonus Skill Proficiencies: Repair, Perception.

Bonus Feature: Skills of the Trade - Select two more additional tool kit proficiencies.

Suggested Characteristics

1d8	Personality Trait
1	I tend to look on the bright side.
2	I get lost in my daydreams often.
3	I believe it's better not to do something than to do it badly.
4	I'm full of stories about random people I've seen.
5	I'm zealously proud of my hometown.
6	I resent those with more money than me.
7	I'm a misanthrope—if people treated you the way they treated me, you would be too.
8	I keep my personal life separate from my work life.
1d6	Ideal
1	Ambition. I'm going to work my way up until I'm living the life I want.
2	Opportunity. My job gives me many criminal opportunities.
3	Duty. Someone's gotta do what I do.
4	Justice. When I see someone getting hurt, I have to help.
5	Personal Freedom. If I hurry, I have more time to myself. Who cares how badly I did my job?
6	Money. I do my job because I need the money. I would jump ship if a better offer came along.
1d6	Bond
1	My boss has been taking money out of my pay. One day, I'll get him back.
2	I have a workmate who disappeared.
3	I have a criminal contact who pays me for any information I pick up.
4	The local governor never passes up the chance to sneer at me.
5	I'm friends with a clerk who's trying to get me a better job.
6	There's a person who stops to pity me every time they see me. They are so condescending.
1d6	Flaw
1	I try to inconvenience those I dislike.
2	I'm too passive. I do whatever people tell me.
3	I have trouble keeping my anger in check—it's cost me more than one job.
4	I would kill for a better job.
5	I perform my duties poorly, if at all.
6	I was the one who vandalized the governor's manor—if they find out, I'm dead.

Customization

Multiclassing

At some point in your campaign, you may wish to enrich your character's development and broaden their skill set by taking levels in another Class. This can be a fun way to explore character options and give yourself a unique playing experience. Multiclassing is easy with just a few simple guidelines.

Always keep your individual levels in each class separate. For example, a level 7 player multiclassing as a Fighter/Newtype is a Fighter 3/Newtype 4, not a Level 7 in both a Fighter and a Newtype. This is the most important step because class features and talents are calculated by the *class level*, not the *player level*.

Prerequisites

Each Class has certain prerequisites you must meet in order to take it as a secondary class. The prerequisites to take levels in a new class after 1st level are detailed in the table below. Always double check with your Game Master in case they have additional requirements.

Class	Prerequisite
Cyber-Newtype	Charisma Score 15
Executant	Charisma Score 13
Fighter	Strength Score 13
Infiltrator	Dexterity Score 15
Newtype	Wisdom Score 13
Scout	Dexterity Score 13
Sentinel	Strength Score 13
Engineer	Intelligence Score 13

Class Features

When adding features from multiple classes, you do not stack abilities granted by multiple classes unless otherwise stated. For instance, if you gain a single Extra Attack feature each from both the Fighter class and the Scout class, you may only make one additional attack, not two.

Talents

Your capacity to use Talents is determined by the number of levels you have in a Talent-based class, such as Newtype, Cyber-Newtype, and Engineer. Talents are performed by spending Slots. Each Character with Talents knows a specific number of Talents per level in that class. When multiclassing as multiple Talent-using classes, there are a few caveats to bear in mind. Newtype Talent and Cyber-Newtype Talent slots may be used interchangeably, but Engineer Talent slots are not compatible with Newtype slots and vice versa. They must be tracked separately. When tracking Talents known and slots per level with Newtypes and Cyber-Newtypes, simply add the total amount you would have from each class level and divide by 2, rounded up.



Feats

A feat represents an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At specific levels, you may choose between increasing Ability Scores or choosing a Feat as part of your character growth detailed in the Class Section

Alert

You can't be surprised while you are conscious. You gain a + 5 bonus to initiative. Enemies don't gain advantage on attack rolls against you as a result of being unseen by you.

Boost Dash

When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a target. If you move at least 30 meters in a straight line immediately before taking this bonus action, you either gain a + 5 bonus to the attack's damage roll (if you chose to make a melee attack and hit) or push the target up to 30 meters away from you (if you chose to shove and you succeed).

Caution

You may add an amount equal to your Proficiency Bonus to Perception, and Stealth skill checks.

Conditioning

You may add an amount equal to your Proficiency Bonus to Athletics, and Acrobatics skill checks.

Deep Space Explorer

You have advantage on Perception and Investigation checks made to detect the presence of secret doors & hatches. You have advantage on saving throws made to avoid or resist traps. You have resistance to the damage dealt by traps. Traveling at a fast pace doesn't impose the normal - 5 penalty on your passive Perception score.

Dueling

Prerequisite: Dexterity 13 or higher

When you are wielding a finesse weapon with which you are proficient and an enemy hits you with a melee attack, you can use your reaction to add your proficiency bonus to your Evasion Rate for that attack, potentially causing it to miss you.

Empath

You may add an amount equal to your Proficiency Bonus to Insight, Deception, and Persuasion skill checks.

Exert Talent

Prerequisite: Talent Save DC of at least 14

On your turn, if you used your Standard Action to use a Talent, you may use your Bonus Action to use an additional Talent. You may only use a Talent of a Level that is 1/4 your Player Level or below.

Field Engineer

When you use a repair kit to stabilize a mobile suit, that mobile suit also regains 1 Armor Point. As an action, you can spend one use of a repair kit to tend to a mobile suit and restore 1d8 + 4 Armor Points to it, plus additional Armor Points equal to the unit's maximum number of hit dice. The character can't regain Armor Points from this feat again until they finish a short or long rest.

Field Medic

When you use a first aid kit to stabilize a character, that character also regains 1 Hit Point. As an action, you can spend one use of a first aid kit to tend to a character and restore 1d4 + 2 Hit Points to them. The character can't regain Hit Points from this feat again until they finish a short or long rest.

Grappler

Prerequisite: Strength 13 or higher

You have advantage on attack rolls against a target you are grappling. You can use your action to try to pin a target grappled by you. To do so, make another grapple check. If you succeed, you and the target are both restrained until the grapple ends.

Greasemonkey

You may add an amount equal to your Proficiency Bonus to Repair, Salvage, and Investigation skill checks.

Great Weapon Master

On your turn, when you score a critical hit with a heavy melee weapon or reduce a target to 0 hit points or armor points with one, you can make one melee weapon attack as a bonus action. Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a - 5 penalty to the attack roll. If the attack hits, you add + 10 to the attack's damage.

Guardian

If you take the Attack action on your turn, you can use a bonus action to try to shove a target adjacent to you with your shield. If you aren't incapacitated, you can add your shield's Evasion bonus to any Dexterity saving throw you make against a talent or other harmful effect that targets only you. If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

Guerilla Striker

Prerequisite: Wisdom 13 or higher

You can try to hide when you are lightly obscured from the target from which you are hiding. When you are hidden from a target and miss it with a ranged weapon attack, making the attack doesn't reveal your position. Dim light doesn't impose disadvantage on your Perception checks relying on sight.

Inspiring Leader

Prerequisite: Charisma 13 or higher

You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly characters (which can include yourself) within 90 meters of you who can see or hear you. Each mobile suit can gain temporary Hit Points or Armor Points equal to your level + your Charisma modifier. Characters can't gain temporary Hit Points or Armor Points from this feat again until they have finished a short or long rest.

Intensive Training

Increase all of your saving throws by a bonus of +1.

Jet Stream Attack

You may use your Action to make a single melee attack. If you miss, one of your allies within 60dam of the target can use their reaction to move into melee range of the same target, and make a melee attack against that target with advantage. If the ally misses, a third ally within 60dam of the target can spend their reaction to move into melee range and make a melee attack against that target, rolling three dice to hit and taking the highest one.



Keen Mind

Increase your Intelligence score by 1, to a maximum of 20. You always know which way is north. You always know the number of hours left before the next sunrise or sunset (or artificial one generated by colony mirrors). You can accurately recall anything you have seen or heard within the past month.

Lightning Reflexes

When piloting Variable Type mobile suits, you may transform as a bonus action instead of a full action.

Luck

Whenever you roll a 1 on the d20 for an attack roll, an ability check, or a saving throw, you can use your luck to reroll the die. You must use the new roll. You may only use this ability once per long rest.

Newtype Charm

Prerequisite: Newtype or Cyber-Newtype Class
You may choose to use your Wisdom modifier on skill checks that use your Charisma ability score.

Newtype Focus

Prerequisite: Wisdom 13 or higher
You may add an amount equal to your proficiency bonus to Saving Throws against enemy talents.

Newtype Instinct

Prerequisite: Newtype or Cyber-Newtype Class
You may choose to use your Wisdom or Charisma modifier to your Perception and Passive Perception instead of your Intelligence modifier.

Newtype Sense

Prerequisite: Newtype or Cyber-Newtype Class
You may choose to use your Wisdom or Charisma modifier instead of your Dexterity modifier when calculating your Evasion Rate.

Observant

Increase your Intelligence score by 1, to a maximum of 20. You have a +5 bonus to your passive Perception and Investigation scores.

Resilient

Choose one ability score. You gain the following benefits: Increase the chosen ability score by 1, to a maximum of 20. You gain proficiency in saving throws using the chosen ability.

Savage Attacker

Once per turn when you roll damage for a melee weapon attack, you can reroll the damage dice and use either total.

Scrapper

Increase your Constitution score by 1, to a maximum of 20. Your unarmed strike uses a d6 for damage when fighting outside of a mobile suit.

Sentinel

When you hit a target with an opportunity attack, the target's speed becomes 0 for the rest of the turn. Enemies provoke opportunity attacks from you even if they take the Disengage action before leaving your reach. When an enemy within 10 dm of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking enemy.

Skilled

You gain proficiency in any combination of 3 skills or toolkits of your choice.

Sniper

Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls. Your ranged weapon attacks ignore half cover and three-quarters cover. Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Spymaster

Increase your Charisma score by 1, to a maximum of 20. You have an advantage on Deception checks when trying to pass yourself off as a different person. You can mimic the speech of another person. You must have heard the person speaking for at least 1 minute. A successful Insight check contested by your Deception check allows a listener to determine that the effect is faked.

Tough

Increase your Constitution score by 1, to a maximum of 20. When you regain hit points, the minimum number of hit points you regain equals twice your Constitution modifier (minimum of 2).

Two-Weapon Fighting

You gain a +1 bonus to Evasion Rate while you are wielding a separate melee weapon in each hand. You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.



Playing the Game

Using Ability Scores

Using abilities and making Skill Checks is the way we introduce a rate of success and failure in the challenges characters will face outside of combat. It makes up the majority of the time spent when not roleplaying or fighting and has drastic consequences for the narrative you're building. Put simply, using abilities is any time the players must roll dice that aren't for the purposes of making an attack.

Advantage And Disadvantage

Sometimes a special ability or power tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

You usually gain advantage or disadvantage through the use of special abilities, actions, or talents. Inspiration can also give a character advantage. The GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

Proficiency Bonus

Characters have a proficiency bonus determined by level, as detailed in the character creation section. Enemies can also have this bonus, which is incorporated in their stat blocks. The bonus is used in the rules on ability checks, saving throws, and attack rolls.

Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

By the same token, if a feature or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0. For instance, if you lack proficiency in the History skill, you gain no benefit from a feature that lets you double your proficiency bonus when you make Intelligence (History) checks.

In general, you don't multiply your proficiency bonus for attack rolls or saving throws. If a feature or effect allows you to do so, these same rules apply.

Ability Checks

An ability check tests a character's innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when a character attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the GM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class. The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows the most common DCs.

Typical Difficulty Classes

Task Difficulty	DC
Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the character overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the GM.



Contests

Sometimes one character's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a rifle that has fallen on the floor.

This situation also applies when one of them is trying to prevent the other one from accomplishing a goal—for example, when an enemy tries to force open a door that a pilot is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

Passive Checks

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the GM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden door.

Here's how to determine a character's total for a passive check:

10 + all modifiers that normally apply to the check

If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a score.

For example, if a 1st-level character has a Wisdom of 15 and proficiency in Perception, he or she has a passive Wisdom (Perception) score of 14.

Working Together

Sometimes two or more characters team up to attempt a task. The character who's leading the effort—or the one with the highest ability modifier—can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action.

A character can only provide help if the task is one that he or she could attempt alone. For example, trying to open a lock requires proficiency with a slicing kit, so a character who lacks that proficiency can't help another character in that task.

Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

Group Checks

When a number of individuals are trying to accomplish something as a group, the GM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds.

Otherwise, the group fails. Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group.

Saving Throws

A saving throw—also called a save—represents an attempt to resist a talent, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Reactions modifier for a Reactions saving throw.

A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the GM.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a talent is determined by the Newtype's Psychic Pressure ability and proficiency bonus.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a character suffers no harm, or reduced harm, from an effect.

Skill Checks

Each ability covers a broad range of capabilities, including skills that a character can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect.

For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding.

Campaigning

Time

In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand. In an enemy stronghold environment, the adventurers' movement happens on a scale of minutes. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or colony, a scale of hours is often more appropriate. Adventurers eager to reach the next objective may travel between districts in a matter of hours.

For long journeys, a scale of days works best. Traveling from Jaburo to Odessa the adventurers spend four uneventful days before a Zeon ambush interrupts their journey.

In combat and other fast-paced situations, the game relies on rounds, a 6-second span of time.

Movement

The GM can summarize the adventurers' movement without calculating exact distances or travel times: "You travel through the forest and find the Federation base late in the evening of the third day." Even in a stronghold, particularly a large facility or a cave network, the GM can summarize movement between encounters: "After destroying the Guncannons at the entrance to the Federation HQ, you consult your schematics, which lead you through miles of echoing corridors to a chasm bridged by a narrow steel bridge"

Sometimes it's important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the characters moving and the terrain they're moving over.

Speed

Every character and mobile suit has a speed, which is the distance in feet that the character can walk or meters that a mobile suit can travel in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation. The following rules determine how far a character or mobile suit can move in a minute, an hour, or a day.

Travel Pace

While traveling, a group of pilots can move at a normal, fast, or slow pace. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully.

Forced March. The Travel Pace assumes that characters travel for 8 hours a day. They can push on beyond that limit, at the risk of exhaustion.



Difficult Terrain

Adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

You move at half speed in difficult terrain, so you can cover only half the normal distance in a minute, an hour, or a day.

Special Types Of Movement

Long range travel requires the use of a cargo ship. Every ship has either space or atmospheric flight capabilities and its own movement speed. This is the most common type of travel between key locations.

Activity While Traveling

As adventurers travel through a colony or the wilderness on Earth, they need to remain alert for danger, and some characters might perform other tasks to help the group's journey.

Marching Order

The adventurers should establish a marching order. A marching order makes it easier to determine which characters are affected by traps, which ones can spot hidden enemies, and which ones are the closest to those enemies when a fight breaks out.

Stealth

While traveling at a slow pace, the characters can move stealthily. As long as they're not in the open, they can try to surprise or sneak by other characters they encounter. See the rules for hiding in the Using Ability Scores section.

Noticing Threats

Use the passive Wisdom (Perception) scores of the characters to determine whether anyone in the group notices a hidden threat. The GM might decide that a threat can be noticed only by characters in a particular rank. For example, as the characters are exploring a maze of tunnels, the GM might decide that only those characters in the back rank have a chance to hear or spot a stealthy enemy following the group.

While traveling at a fast pace, characters take a –5 penalty to their passive Wisdom (Perception) scores to notice hidden threats.

Encountering Enemies. If the GM determines that the adventurers encounter other enemies while they're traveling, it's up to both groups to decide what happens next. Either group might decide to attack, initiate a conversation, run away, or wait to see what the other group does.

Surprising Foes. If the adventurers encounter a hostile character or group, the GM determines whether the adventurers or their foes might be surprised when combat erupts. See the Combat section for more about surprise.

Other Activities

Characters who turn their attention to other tasks as the group travels are not focused on watching for danger. These characters don't contribute their passive Wisdom (Perception) scores to the group's chance of noticing hidden threats. However, a character not watching for danger can do one of the following activities instead, or some other activity with the GM's permission.

Navigate. The character can try to prevent the group from becoming lost, making a Land Knowledge or Colony Knowledge check when the GM calls for it.

Draw a Map. The character can draw a map that records the group's progress and helps the characters get back on course if they get lost. No ability check is required.

Track. A character can follow the tracks of another character or group, making an Investigation check when the GM calls for it.

Forage. The character can keep an eye out for ready sources of food, water or supplies, making a Salvage check when the GM calls for it.

Environment

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places.

Falling

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a character takes 1d4 bludgeoning damage for every 10m it fell, to a maximum of 20d4. The character lands prone, unless it avoids taking damage from the fall.

A mobile suit takes 4d6 bludgeoning damage for every 60 meters it fell, to a maximum of 20d6. The mobile suit lands prone, unless it avoids taking damage from the fall.

Suffocating

A character can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a character runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

This is most likely to happen when a colony is depressurized, or a pilot is outside their mobile suit underwater or in space.

Vision And Light

The most fundamental tasks of adventuring—noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a talent, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a lightly obscured area, such as dim light, patchy fog, or moderate foliage, characters have disadvantage on Wisdom (Perception) checks that rely on sight.

A heavily obscured area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A character effectively suffers from the blinded condition when trying to see something in that area unless aided by radar.

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light lets most characters see normally. Even gloomy days provide bright light, as do colony mirrors, spotlights, fires, and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a flashlight, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit cavern or a subterranean vault, or the void of space in absence of spotlights.

Food And Water

Characters who don't eat or drink suffer the effects of exhaustion. Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

Food

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion. A normal day of eating resets the count of days without food to zero.

Water

A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

Interacting With Objects

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the GM that his or her character is doing something, such as moving a lever, and the GM describes what, if anything, happens.

For example, a character might decide to pull a lever, which might, in turn, open a hatch, cause an airlock to decompress, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the GM might call for a Strength check to see whether the character can wrench the lever into place. The GM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and talents. Objects are immune to psychic damage, but otherwise they can be affected by physical and ballistic attacks much like characters and mobile suits can.

The GM determines an object's Evasion Rate and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

Social Encounters

Exploring colonies, overcoming obstacles, and slaying enemies are key parts of Gundam adventures. No less important, though, are the social interactions that adventurers have with other inhabitants of the world.

Interaction takes on many forms. You might need to convince an unscrupulous spy to confess to some malfeasance, or you might try to flatter an enemy officer so that she will spare your life. The GM assumes the roles of any characters who are participating in the interaction that don't belong to another player at the table. Any such character is called a nonplayer character (NPC).

In general terms, an NPC's attitude toward you is described as friendly, indifferent, or hostile. Friendly NPCs are predisposed to help you, and hostile ones are inclined to get in your way. It's easier to get what you want from a friendly NPC, of course.

Social interactions have two primary aspects: roleplaying and ability checks.

Roleplaying

Roleplaying is, literally, the act of playing out a role. In this case, it's you as a player determining how your character thinks, acts, and talks.



Roleplaying is a part of every aspect of the game, and it comes to the fore during social interactions. Your character's quirks, mannerisms, and personality influence how interactions resolve.

There are two styles you can use when roleplaying your character: the descriptive approach and the active approach. Most players use a combination of the two styles. Use whichever mix of the two works best for you.

Descriptive Approach to Roleplaying

With this approach, you describe your character's words and actions to the GM and the other players. Drawing on your mental image of your character, you tell everyone what your character does and how he or she does it.

When using descriptive roleplaying, keep the following things in mind:

- Describe your character's emotions and attitude.
- Focus on your character's intent and how others might perceive it.
- Provide as much embellishment as you feel comfortable with.

Don't worry about getting things exactly right. Just focus on thinking about what your character would do and describing what you see in your mind.

Active Approach to Roleplaying

If descriptive roleplaying tells your DM and your fellow players what your character thinks and does, active roleplaying shows them.

When you use active roleplaying, you speak with your character's voice, like an actor taking on a role. You might even echo your character's movements and body language. This approach is more immersive than descriptive roleplaying, though you still need to describe things that can't be reasonably acted out.

Results Of Roleplaying

The GM uses your character's actions and attitudes to determine how an NPC reacts. A cowardly NPC buckles under threats of violence. A stubborn grunt refuses to let anyone badger her. A vain bureaucrat laps up flattery.

When interacting with an NPC, pay close attention to the GM's portrayal of the NPC's mood, dialogue, and personality. You might be able to determine an NPC's personality traits, ideals, flaws, and bonds, then play on them to influence the NPC's attitude.

Interactions in Gundam are much like interactions in real life. If you can offer NPCs something they want, threaten them with something they fear, or play on their sympathies and goals, you can use words to get almost anything you want. On the other hand, if you insult a proud warrior or speak ill of a noble's allies, your efforts to convince or deceive will fall short.

Ability Checks

In addition to roleplaying, ability checks are key in determining the outcome of an interaction.

Your roleplaying efforts can alter an NPC's attitude, but there might still be an element of chance in the situation. For example, your GM can call for a Charisma check at any point during an interaction if he or she wants the dice to play a role in determining an NPC's reactions. Other checks might be appropriate in certain situations, at your GM's discretion.

Pay attention to your skill proficiencies when thinking of how you want to interact with an NPC, and stack the deck in your favor by using an approach that relies on your best bonuses and skills. If the group needs to trick a guard into letting them into a base, the Infiltrator who is proficient in Deception is the best bet to lead the discussion. When negotiating for a hostage's release, the True Newtype with Persuasion should do most of the talking.

Rest

Heroic though they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest—time to sleep and eat, tend their wounds, refresh their minds and Newtype energy, and brace themselves for further adventure.

Adventurers can take short rests in the midst of an adventuring day and a long rest to end the day.

Short Rest

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds. Short rests can be taken anywhere.

Players may choose to expend one or more Hit Dice and Armor Dice at the end of a Short Rest, up to their maximum, which is equal to the character's level. For each Die spent, the player rolls the Die and adds their Constitution modifier (or Intelligence modifier in the case of Armor Dice). The character regains Hit Points or mobile weapon they are piloting regains Armor Points equal to the total (Minimum 0). You may choose whether to use remaining Hit Dice or Armor Dice after each roll. Expended Hit Dice and Armor Dice are recovered at the end of a Long Rest.

Long Rest

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, using talents, or similar adventuring activity—the characters must begin the rest again to gain any benefit from it.

Long rests must be taken either aboard the party's ship or in a settlement of some kind. Characters and mobile weapons regain all Hit Points, Hit Dice, Armor Dice and Armor Points, and characters regain all Talent points and abilities granted by feats.

Between Campaigns

Between trips to enemy bases and battles against mobile armors, adventurers need time to rest, recuperate, and prepare for their next adventure. Many adventurers also use this time to perform other tasks, such as crafting arms and armor, performing research, or spending their hard-earned gilla.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, the GM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the GM might want to keep track of just how much time is passing as events beyond your perception stay in motion.

Lifestyle Expenses

Between adventures, you choose a particular quality of life and pay the cost of maintaining that lifestyle.

Living a particular lifestyle doesn't have a huge effect on your character, but your lifestyle can affect the way other individuals and groups react to you. For example, when you lead an aristocratic lifestyle, it might be easier for you to influence the nobles of the city than if you live in poverty.

Downtime Activities

Between adventures, the GM might ask you what your character is doing during his or her downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend his or her downtime performing an activity not covered here, discuss it with your DM.

Crafting

You can craft weapons and equipment, including adventuring equipment and works of art. You must be proficient with tools related to the object you are trying to create. You might also need access to special materials or locations necessary to create it.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 500 gilla, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 500 gilla, you make progress every day in 500 gilla increments until you reach the market value of the item. For example, an RGM-79 GM (market value 45k gilla) takes 90 days to craft by yourself.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 500 gilla worth of effort for every day spent helping to craft the item. For example, three characters with the requisite tool proficiency and the proper facilities can craft an RGM-79 GM in 30 days, at a total cost of 45k gilla.

While crafting, you can maintain a modest lifestyle without having to pay any gilla per day, or a comfortable lifestyle at half the normal cost.

Practicing A Profession

You can work between adventures, allowing you to maintain a modest lifestyle without having to pay any gilla per day. This benefit lasts as long you continue to practice your profession.

If you are a member of an organization that can provide gainful employment, such as a temple or a spy network, you earn enough to support a comfortable lifestyle instead.

Recuperating

You can use downtime between adventures to recover from a debilitating injury, disease, or poison.

After three days of downtime spent recuperating, you can make a DC 15 Constitution saving throw. On a successful save, you can choose one of the following results:

End one effect on you that prevents you from regaining hit points.

For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you.

Researching

The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign.

When you begin your research, the GM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). The GM might also require you to make one or more ability checks. Once those conditions are met, you learn the information if it is available.

For each day of research, you must spend 100 gilla to cover your expenses. This cost is in addition to your normal lifestyle expenses.

Training

You can spend time between adventures learning a new skill or training with a set of tools. Your GM might allow additional training options.

First, you must find an instructor willing to teach you. The GM determines how long it takes, and whether one or more ability checks are required.

The training lasts for 250 days and costs 100 gilla per day. After you spend the requisite amount of time and money, you learn the new skill or gain proficiency with the new tool.

Mobile Suit Proficiencies

Players may utilize downtime to train in the use of particular mobile suits, weapons, and item types at the game master's discretion.

Mobile Suit proficiency is required to be able to add your pilot Dexterity modifier to your total Evasion for the mobile suit. Without Proficiency in at least one of the tags

Mobile Suit Proficiency Training

Gaining proficiency in a mobile suit type requires spending a certain amount of downtime and resources to achieve. The time needed to train is listed on the table below minus a number of weeks equal to your INT Modifier. When training, you must roll the die in the Success Rate column. On a result of 1, although you still successfully gain proficiency in the selected MS class, you must roll on the Mishap table.

Proficiency Training Table

MS Tag	Time Required	Capital Cost	Success Rate
General	0 days	0 gilla	Auto
Amphibious	8 weeks	15k gilla	1d12
Variable	8 weeks	15k gilla	1d12
Mobile Armors	12 weeks	20k gilla	1d6
Elite/Custom	12 weeks	20k gilla	1d8
Gundam	14 weeks	20k gilla	1d8
Combat Craft	2 weeks	0 gilla	Auto

Mishap Table

d6	Result
1	Your test machine or instructor are lost. Lose an additional week replacing them.
2	You are critically injured in training, Lose an additional two weeks recuperating.
3	A spy observes your training and reports your activities and plans to an enemy.
4	You are robbed during your training. Lose 1d10 x 500 gilla.
5	An ally or NPC has taken notice of your new skills and begins to mistrust you.
6	Your instructor asks for your immediate help dealing with a threat following training.



Combat

Personnel vs Armored Combat

The distinction between combat on the ground versus mobile suit and mobile weapons combat is vital when considering range, damage, and effects.

Armored Combat Ability Scores

When engaging in Armored Combat, mobile weapons have their own Ability Scores for use in Combat. Certain saving throws, attacks, and defense stats are calculated using the mobile weapon's scores while others are calculated using the ability scores of the pilot character.

Please refer to the table below to determine which Ability Score to use in each given scenario.

Use	Ability to Use
Melee Attack	Mobile Weapon STR Modifier
Ranged Attack	Mobile Weapon DEX Modifier
Evasion Stat	Pilot Character DEX Modifier
Strength Check/Save	Mobile Weapon STR Modifier
Dexterity Check/Save	Pilot Character DEX Modifier
Constitution Check/Save	Mobile Weapon CON Modifier

Unless explicitly stated, converting personnel class features is as simple by extending the effective range by a factor of 10. For example, a weapon with a range of 10 m in personnel combat would have a range of 100 m in armored combat.

Order of Combat

Determine surprise. The GM determines whether anyone involved in the combat encounter is surprised.

Establish positions. The GM decides where all the characters and enemies are located. Given the adventurers' marching order or their stated positions in the room or other location, the GM figures out where the adversaries are—how far away and in what direction.

Roll initiative. Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.

Take turns. Each participant in the battle takes a turn in initiative order.

Begin the next round. When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

Surprise

A unit of mobile suits happens upon an enemy camp in the woods. A Newtype mobile armor glides out of the shadows and the party only spots them after an all-range attack. In these situations, one side of the battle gains surprise over the other.

The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each character on the opposing side. Any character or enemy that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

Initiative

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order. The GM makes one roll for an entire group of identical units, so each member of the group acts at the same time.

The GM ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the GM decides the order among tied GM-controlled enemies, and the players decide the order among their tied characters. The GM can decide the order if the tie is between an enemy and a player character. Optionally, the GM can have the tied characters and enemies each roll a d20 to determine the order, highest roll going first.

Your Turn

On your turn, you can move a distance up to your speed and take one action. You decide whether to move first or take your action first. Your speed—sometimes called your walking speed—is noted on your character sheet.

The most common actions you can take are described in the *Actions in Combat* section. Many class features and other abilities provide additional options for your action.

The *Movement and Position* section gives the rules for your move.

You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do on your turn, consider taking the *Dodge* or *Ready* action, as described in "Actions in Combat."

Bonus Actions

Various class features, talents, and other abilities let you take an additional action on your turn called a bonus action. You can take a bonus action only when a special ability, talent, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

Other Activity On Your Turn

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the GM could reasonably expect you to use an action to open a stuck door or turn a crank.

Reactions

Certain special abilities, talents, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack, described later in this section, is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another character's turn, that character can continue its turn right after the reaction.

Movement, Position & Range

In combat, characters and enemies are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Breaking Up Your Move

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 60 meters, you can move 20 meters, take your action, and then move 40 meters.

Moving Between Attacks

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a fighter who can make two attacks with the Extra Attack feature and who has a speed of 60 meters could move 10 meters, make an attack, move 50 meters, and then attack again.

Using Different Speeds

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

Difficult Terrain

Combat rarely takes place in bare rooms or on featureless plains. Dense urban centers, briar-choked forests, treacherous staircases—the setting of a typical fight contains difficult terrain.

Every meter of movement in difficult terrain costs twice its amount. This rule is true even if multiple things in a space count as difficult terrain. The space of another character, whether hostile or not, also counts as difficult terrain.

Being Prone

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone. You can drop prone without using any of your speed. Standing up takes more effort; doing so costs an amount of movement equal to half your speed.

To move while prone, you must crawl. Every meter of movement while crawling costs 1 extra meter.

Actions in Combat

Making an Attack

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a talent, an attack has a simple structure.

Choose a target. Pick a target within your attack's range: an enemy, an object, or a location.

Determine modifiers. The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, talents, special abilities, and other effects can apply penalties or bonuses to your attack roll.

Resolve the attack. You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

Attack Rolls

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Evasion Rate, the attack hits. The Evasion Rate of a character is determined at character creation, whereas the Evasion Rate of an enemy is in its stat block.

Modifiers to the Roll

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When an enemy makes an attack roll, it uses whatever modifier is provided in its stat block.

Ability Modifier. The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule.

Proficiency Bonus. You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a talent.

Rolling 1 or 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's Evasion Rate. This is called a critical hit, which is explained later in this section.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's Evasion Rate.

Unseen Attackers and Targets

Combatants often try to escape their foes' notice by hiding, using talents, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting an enemy you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly.

When an enemy can't see you, you have advantage on attack rolls against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

Ranged Attacks

When you make a ranged attack, you fire a rifle or machine gun, hurl a shuriken, or otherwise send projectiles to strike a foe at a distance. Many talents also involve making a ranged attack.

Range

You can make ranged attacks only against targets within a specified range.

If a ranged attack, such as one made with a talent, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a beam rifle or machine gun, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

Ranged Attacks in Close Combat

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a talent, or some other means, you have disadvantage on the attack roll if you are within 10 meters of a hostile mobile suit who can see you and who isn't incapacitated.

Melee Attacks

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a beam saber, a clawed hand, or a heat hawk. A few talents also involve making a melee attack.

Most mobile suits have a 10-meters reach and can thus attack targets within 10 meters of them when making a melee attack. Certain enemies (typically those larger than Medium) have melee attacks with a greater reach than 10 meters, as noted in their descriptions.

Instead of using a weapon to make a melee weapon attack, you can use an unarmed strike: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are proficient with your unarmed strikes.

Opportunity Attacks

In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

You can make an opportunity attack when a hostile enemy that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking enemy. The attack occurs right before the target leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

Two-Weapon Fighting

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

Grappling

When you want to grab an enemy or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength check contested by the target's Strength or Dexterity check (the target chooses the ability to use). You succeed automatically if the target is incapacitated. If you succeed, you subject the target to the grappled condition. The condition specifies the things that end it, and you can release the target whenever you like (no action required).

Escaping a Grapple. A grappled mobile suit can use its action to escape. To do so, it must succeed on a Strength or Dexterity check contested by your Strength check.

Moving a Grappled Enemy. When you move, you can drag or carry the grappled mobile suit with you, but your speed is halved, unless the mobile suit is two or more sizes smaller than you.

Shoving an Enemy

Using the Attack action, you can make a special melee attack to shove an enemy, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). You succeed automatically if the target is incapacitated. If you succeed, you either knock the target prone or push it 1 [10] meters away from you.

Cover

Walls, buildings, enemies, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a mobile suit that gives half cover and a building that gives three-quarters cover, the target has three-quarters cover.

Half Cover

A target with half cover has a +2 bonus to Evasion Rate and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body.

Three-Quarters Cover

A target with three-quarters cover has a +5 bonus to Evasion Rate and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle.

Total Cover

A target with total cover can't be targeted directly by an attack or a talent, although some powers can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

Mounted Combat

A Sub Flight System (SFS) or appropriately sized Mobile Armor or vehicle with the SFS property can serve as a mount, using the following rules.

Mounting And Dismounting

Once during your move, you can mount a SFS that is within 1 [10] m of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 50 m, you must spend 25 m of movement to board a Dodai. Therefore, you can't mount it if you don't have 25 m of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 1 [10] m of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 1 [10] m of it.

Controlling A Mount

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Mobile Armors, Variable MS, or fighter planes/tanks act independently.

You can control a mount only if it is an unmanned SFS. Base Jabbers, Shackles, and Dodais are examples of unmanned SFS. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, charge an ally, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

Underwater Combat

When making a melee weapon attack, a unit that doesn't have an amphibious speed has disadvantage on the attack roll unless the weapon has the *Submersible* property.

A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon has the *Submersible* property.

Targets and objects that are fully immersed in water have resistance to fire damage and suffer twice as much from electric damage.

Damage & Recovery

Injury and the risk of death are constant companions of those who explore the war-torn world of Gundam. The thrust of a beam saber, a well-placed rocket, or a barrage of funnels all have the potential to damage, or even destroy, the hardiest of mobile suits.

Armor Points

Armor points represent a mobile suit's durability. Mobile suits with more hit points are more difficult to take down. Those with fewer hit points are more fragile.

Hit Points

Hit points represent a character's toughness. Characters with more hit points are more difficult to take down. Those with fewer hit points are more fragile.

A mobile suit's current armor points can be any number from the armor point maximum down to 0. This number changes frequently as a mobile suit takes damage or receives repair.

Whenever a mobile suit takes damage, that damage is subtracted from its armor points. The loss of armor points has no effect on a mobile suit's capabilities until the mobile suit drops to 0 hit points.

Damage Rolls

Each weapon, talent, and harmful enemy ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target.

With a penalty, it is possible to deal 0 damage, but never negative damage.

When attacking with a weapon, you add your ability modifier—the same modifier used for the attack roll—to the damage. A talent tells you which dice to roll for damage and whether to add any modifiers.

If a talent or other effect deals damage to more than one target at the same time, roll the damage once for all of them.

Critical Hits

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

Damage Resistance

Some mobile suits and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a mobile suit or an object has resistance to a damage type, damage of that type is halved against it. If a mobile suit or an object has vulnerability to a damage type, damage of that type is doubled against it.

Resistance and then vulnerability are applied after all other modifiers to damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance.

Dropping To 0 Armor Points

When you drop to 0 armor points, you are either killed or your mobile suit is rendered disabled, as explained in the following sections.

Eject Saves

One of the key differences between D&D 5E and Mobile Suit Gundam is death. In lieu of the well-known Death Saves mechanic, this RPG utilizes a two-part Eject Save mechanic to represent first your ability to save your mobile suit, and secondly to get out of your mobile suit if it should be destroyed, thus living to fight another day.

Certain feats and mobile suit upgrades, such as Core Fighter, can grant automatic successes on these saving throws, or even allow you to continue fighting. These are great insurance policies against losing your mobile suit or at least reliably escaping a mobile suit that is destroyed.

Saving The Mobile Suit

When your mobile suit drops below 0 Armor Points, your machine is disabled. On your next turn begins the Eject Save process.

First, you make a single DC 10 INT saving throw to determine whether you can stabilize your machine or not. On a success, you stabilize your machine. Your Armor Points remain at 0 and you may not take any actions until an ally can repair your mobile suit. On a failure, you remain disabled.

On your next turn, you make a second DC 10 INT saving throw. On a success, you stabilize your machine. Your Armor Points remain at 0 and you may not take any actions until an ally can repair your mobile suit. On a failure, you remain disabled.

This process is similar to Shiro Amada quickly trying to reboot his Gundam EZ-8 after suffering damage in the final episode of Gundam 8th MS Team.

Overkill

When damage reduces you to 0 Armor Points and there is damage remaining, your mobile suit explodes and you are killed if the remaining damage equals or exceeds your Armor Point maximum.

Ejecting

If you have your first two saving throws, unfortunately your mobile suit cannot be saved. You must eject to survive.

On your third turn after being disabled, you must make a DC 10 DEX saving throw to hit the eject button and escape your exploding mobile suit. On a success you may place your character 30 meters in any direction away from your mobile suit. On a failure, you are caught in the blast and killed.

Unless you have a means of transportation, your movement speed outside of a mobile suit is 10 meters. An ally can come rescue you or you can flee back to your warship.

Taking Damage While Disabled

If you take any damage while you have 0 Armor Points, you suffer a Eject Saving Throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, your mobile suit explodes and you are killed.

Stabilizing An Allied Mobile Suit

The best way to save an ally with 0 hit points is to repair it with a patch kit or ability. If repair is unavailable, the mobile suit can at least be stabilized so that it isn't destroyed by a failed saving throw.

You can use your action to attempt to stabilize it, which requires a successful DC 10 Repair skill check.

Requisitioning A New Mobile Suit

If you are unlucky enough to lose a mobile suit, it's not the end of the world, but you lose any weapons and upgrades your mobile suit was equipped with. To continue campaigning, you'll need to get a new mobile suit and weapons.

You can store up to 3 total mobile suits for your character on a warship, allowing you to keep backups to avoid this scenario.

In the Equipment sections you will find the prices and prerequisites to obtain high level mobile suits.

If you cannot afford a specific mobile suit or simply want to start fresh, the Federation and Zeon provide Mass Production model Mobile Suits to recruits free of charge.

If you are affiliated with a Federation group, you may take an RGM-79 GM armed with a beam saber and bullpup machine gun.

If you are affiliated with a Zeon group, you may take an MS-06 Zaku II armed with a heat hawk and 90mm machine gun.

Dropping To 0 Hit Points

When you drop to 0 hit points, you are rendered unconscious and proceed to Death Saving Throws as in D&D 5e.

Falling Unconscious

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious. This unconsciousness ends if you regain any hit points.

Death Saving Throws

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw. Unlike other saving throws, this one isn't tied to any ability score.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

Instant Death

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

For example, a pilot outside of his mobile suit has 10 HP and an enemy Zaku II lands a hit with a Raketeen Bazooka dealing a total of 24 points of explosive damage. The pilot is, like our dear friend Bernie Wiseman, hamburger.

Stabilizing A Person

The best way to save a person with 0 hit points is to heal them. If healing is unavailable, the person can at least be stabilized so that they aren't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious person and attempt to stabilize them, which requires a successful DC 10 Medicine check.

A stable person doesn't make death saving throws, even though they have 0 hit points, but they do remain unconscious. The person stops being stable, and must start making death saving throws again, if they take any damage.

Recovering Hit/Armor Points

Certain talents and items allow you to recover Hit Points in combat. The exact amount of recovery is listed by those powers and items.

Short Rest

Players may choose to expend one or more Hit Dice and Armor Dice at the end of a Short Rest, up to their maximum, which is equal to the character's level. For each Die spent, the player rolls the Die and adds their Constitution modifier (or Intelligence modifier in the case of Armor Dice). The character regains Hit Points or mobile weapon they are piloting regains Armor Points equal to the total (Minimum 0). You may choose whether to use remaining Hit Dice or Armor Dice after each roll. Expended Hit Dice and Armor Dice are recovered at the end of a Long Rest.

Long Rest

Long rests must be taken either aboard the party's ship or in a settlement of some kind. Characters and mobile weapons regain all Hit Points, Hit Dice, Armor Dice and Armor Points, and characters regain all Talent points and abilities granted by feats.

Damage Types

Attacks, Talents, and various environmental hazards deal damage in different ways represented by Damage Types. Different types of damage affect targets in different ways, from dealing double damage to some targets to dealing half or even no damage to others.

Acid. Corrosive materials and chemical burns from specific compounds.

Bludgeoning. Blunt force attacks such as clubs, bats, or fists.

Cold. Nitrogenated weapons and extreme temperatures chill and brittle their targets.

Explosive. A combination of heat and blunt force created by detonations of grenades, missiles, and rockets.

Heat. Flamethrowers, fire, and extreme temperatures can burn and melt targets.

Ballistic. Piercing heat and force dealt by slugthrower weapons.

Electric. Caused by lightning or electrically charged weapons.

Piercing. Puncturing and impaling attacks from both standard and beam weapons.

Poison. Toxic gas or infectious diseases.

Psychic. Newtype mental abilities.

Energy. Plasma burning caused by supercharged Minovsky particles.

Slashing. Swords, axes, and cutting beam weapons deal slashing damage.

Force. A concussive burst or pulse from a sonic boom or other phenomena.



Equipment

No character is complete without being properly outfitted for a military campaign. From weapons and body armor to mobile suit upgrades and personal trinkets, selecting your equipment and upgrading as you progress is as important as choosing your character options.

Weapons

Weapons come in two varieties; Armored Combat weapons are intended to be wielded by mobile suits and combat crafts, while Personnel Combat weapons are intended for infantry and hand-to-hand combat scenarios.

Armored Combat Weapons

Name	Type	Ammo	Damage	Range	Properties	Cost	Weight	Rarity
Unarmed Attack	Basic Melee	-	3d8 Bludgeoning	Melee	Finesse, Forceful	0	Light	Common
Vice Claw	Basic Melee	-	4d8 Slashing, Piercing	Melee	Finesse, Forceful, Claw	1,000	Light	Rare
Heat Hawk	Basic Melee	-	4d8 Slashing	Melee	Versatile	2,000	Light	Common
Beam Saber	Basic Melee	-	4d8 Energy	Melee	Versatile	2,500	Light	Common
Beam Dagger	Basic Melee	-	3d10 Energy	Melee	Finesse	3,000	Light	Uncommon
Iron Nail	Basic Melee	-	4d10 Slashing, Piercing	Melee	Finesse, Forceful, Claw	4,000	Light	Uncommon
Large Heat Hawk	Basic Melee	-	4d10 Slashing	Melee	Versatile	4,000	Light	Common
Enhanced Heat Hawk	Basic Melee	-	5d8 Slashing	Melee	Versatile	5,000	Light	Common
Hi-Output Beam Saber	Basic Melee	-	6d8 Energy	Melee	Versatile	5,000	Light	Rare
Vice Nail	Basic Melee	-	5d8 Slashing	Melee	Finesse, Forceful, Claw	5,500	Light	Uncommon
Reinforced Manipulators (Unarmed)	Basic Melee	-	3d12 Bludgeoning	Melee	Finesse, Forceful	7,000	Light	Rare
Beam Javelin	Basic Melee	-	5d8 Piercing	Melee	Reach, Thrown, Two-Handed	5,000	Heavy	Uncommon
Driller Nail	Basic Melee	-	5d10 Piercing	Melee	Finesse, Claw	6,000	Heavy	Rare
Vulcan Gun	Basic Ranged	20	3d6 Ballistic	80/240	Ammunition, Hands-Free	1,000	Light	Common
Wrist Mounted Machine Gun	Basic Ranged	24	3d8 Ballistic	100/300	Ammunition, Hands-Free	1,500	Light	Rare
100mm Machine Gun	Basic Ranged	40	4d6 Ballistic	60/180	Ammunition, Burst Fire	2,000	Light	Common
120mm Machine Gun	Basic Ranged	30	3d10 Ballistic	80/240	Ammunition, Burst Fire	2,000	Light	Common
Beam Rifle	Basic Ranged	10	3d10 Energy	80/240	Recharge	2,250	Light	Rare
Beam Spray Gun	Basic Ranged	8	3d10 Energy	60/180	Recharge	2,250	Light	Common
280mm Bazooka	Basic Ranged	8	4d8 Explosive	80/240	Ammunition, Anti-Large	3,000	Light	Common
90mm Machine Gun	Basic Ranged	35	4d10 Ballistic	80/240	Ammunition, Burst Fire	4,000	Light	Uncommon
Gundam Beam Rifle	Basic Ranged	8	3d12 Energy	80/240	Recharge	7,500	Light	Super Rare
Missile Launcher	Basic Ranged	10	3d8 Explosive	80/240	Ammunition	8,000	Light	Uncommon
Shotgun	Basic Ranged	6	4d12 Ballistic	30/90	Ammunition, Cone	8,500	Light	Uncommon
180mm Rifle	Basic Ranged	8	4d10 Ballistic	100/300	Ammunition	6,000	Heavy	Uncommon
Sniper Rifle	Basic Ranged	6	5d10 Ballistic	140/420	Ammunition	8,000	Heavy	Rare

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Name	Type	Ammo	Damage	Range	Properties	Cost	Weight	Rarity
Mounted Laser Cannon	Basic Ranged	6	4d8 Energy	80/240	Recharge, Hands-Free, Upgrade	2,000	-	Rare
Smoke Charge	Basic Ranged	-	-	80/240	Thrown, Smoke	2,500	-	Uncommon
Stun Grenade	Basic Ranged	-	-	80/240	Thrown, Stun 12	2,500	-	Uncommon
Mounted Gatling Guns	Basic Ranged	28	4d8 Ballistic	80/240	Ammunition, Hands-Free, Burst-Fire, Upgrade	3,500	-	Rare
Mounted Beam Cannon	Basic Ranged	8	4d10 Energy	60/180	Recharge, Hands-Free, Upgrade	4,500	-	Rare
Mounted Cannons	Basic Ranged	6	4d10 Explosive	80/240	Ammunition, Hands-Free, Upgrade	5,000	-	Uncommon
Mounted Missile Pods	Basic Ranged	6	3d10 Explosive	60/180	Ammunition, Hands-Free, Upgrade	6,000	-	Uncommon
Grenade	Basic Ranged	-	4d12 Explosive	80/240	Thrown, Area 2d10	9,000	-	Uncommon



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Name	Type	Ammo	Damage	Range	Properties	Cost	Weight	Rarity
Kunai	Adv. Melee	-	3d10 Piercing	Melee	Thrown	2,000	Light	Uncommon
Heat Claw	Adv. Melee	-	4d8 Slashing	Melee		2,500	Light	Rare
Cold Katana	Adv. Melee	-	5d8 Slashing	Melee	Finesse	5,500	Light	Super Rare
Gyan Beam Saber	Adv. Melee	-	6d8 Piercing	Melee	Finesse	7,500	Light	Super Rare
Hyper Beam Saber	Adv. Melee	-	6d8 Energy	Melee	Versatile	8,000	Light	Ultra Rare
Heat Saber	Adv. Melee	-	4d8 Heat	Melee	Versatile	3,000	Heavy	Rare
Efreet Heat Sword	Adv. Melee	-	4d10 Slashing	Melee	Versatile	4,000	Heavy	Rare
Beam Lance	Adv. Melee	-	4d10 Piercing	Melee	One-Handed	4,500	Heavy	Rare
Boomerang Cutter	Adv. Melee	-	4d8 Slashing	Melee	Thrown	4,500	Heavy	Super Rare
Dwadge Heat Saber	Adv. Melee	-	4d10 Heat	Melee	Versatile	4,500	Heavy	Rare
Heat Rod	Adv. Melee	-	4d10 Electric	Melee	Stun 14	4,500	Heavy	Rare
Heat Rod (Wire Type)	Adv. Melee	-	4d10 Electric	Melee	Stun 14	5,000	Heavy	Rare
Modified Heat Sword	Adv. Melee	-	5d8 Slashing	Melee	Versatile	5,000	Heavy	Rare
Heat Lance	Adv. Melee	-	5d8 Heat	Melee	Two-Handed	6,000	Heavy	Super Rare
Sea Serpent	Adv. Melee	-	5d8 Electric	Melee	Grapple	6,000	Heavy	Super Rare
Chain Mine	Adv. Melee	-	3d12 Explosive	Melee	Reach	7,500	Heavy	Super Rare
Anti-Ship Sword	Adv. Melee	-	6d10 Slashing	Melee	Two-Handed	8,000	Heavy	Super Rare
Beam Tomahawk	Adv. Melee	-	5d10 Energy	Melee	Reach	8,000	Heavy	Super Rare
Beam Naginata	Adv. Melee	-	4d12 Slashing	Melee	Two-Handed	8,500	Heavy	Rare
Heat Sword	Adv. Melee	-	4d12 Slashing	Melee	Versatile	8,500	Heavy	Rare
Hyper Hammer	Adv. Melee	-	5d12 Bludgeoning	Melee	Anti-Large	10,000	Heavy	Super Rare
Bullpup Machine Gun	Adv. Ranged	36	3d8 Ballistic	80/240	Ammunition, Burst Fire	1,500	Light	Rare
Quadruple Bop Missiles	Adv. Ranged	8	3d8 Explosive	60/180	Ammunition	1,750	Light	Rare
75mm Gatling Gun	Adv. Ranged	40	4d8 Ballistic	80/240	Ammunition, Burst Fire	2,300	Light	Rare
Beam Machine Gun	Adv. Ranged	24	4d8 Energy	80/240	Recharge, Burst Fire	3,000	Light	Super Rare
Beam Rifle (E-PAC Type)	Adv. Ranged	16	4d8 Energy	80/240	Ammunition	3,500	Light	Super Rare
Gatling Shield	Adv. Ranged	30	3d10 Ballistic	80/240	+2 Evasion, Ammunition, Hands-Free, Shield	4,500	Light	Rare
Hammer Gun	Adv. Ranged	1	3d10 Bludgeoning	60/180	Knockback 12	4,500	Light	Legendary
Twin Beam Rifle	Adv. Ranged	8	4d10 Energy	100/300	Recharge	4,500	Light	Rare
Scattering Particle Shield	Adv. Ranged	4	3d10 Energy	80/240	+2 Evasion, Recharge, Hands-Free, Shield	4,800	Light	Super Rare
Hyper Bazooka	Adv. Ranged	10	3d10 Explosive	100/300	Ammunition, Area 2d10	5,000	Light	Super Rare
Missile Shield	Adv. Ranged	8	3d8 Explosive	80/240	+2 Evasion, Ammunition, Hands-Free, Shield	5,000	Light	Super Rare
Raketeen Bazooka	Adv. Ranged	6	4d8 Explosive	60/180	Ammunition	3,500	Heavy	Rare
Guardian Shield	Adv. Ranged	24	4d6 Ballistic	60/180	+3 Evasion, Ammunition, Hands-Free, Shield	4,000	Heavy	Super Rare
Anti-Ship Rifle	Adv. Ranged	8	3d12 Ballistic	80/240	Ammunition, Anti-Large	7,000	Heavy	Super Rare
Beam Smartgun	Adv. Ranged	6	3d12 Energy	100/300	Recharge	7,750	Heavy	Ultra Rare
Beam Bazooka	Adv. Ranged	4	4d12 Energy	80/240	Ammunition	8,500	Heavy	Rare
Beam Magnum	Adv. Ranged	4	5d12 Energy	100/300	Ammunition	10,000	Heavy	Legendary
Beam Sniper Rifle	Adv. Ranged	2	5d12 Energy	150/450	Recharge	10,000	Heavy	Super Rare
Hyper Mega Launcher	Adv. Ranged	4	5d12 Energy	100/300	Recharge	10,000	Heavy	Legendary



Name	Type	Ammo	Damage	Range	Properties	Cost	Weight	Rarity
Scattering Particle Cannon	Adv. Ranged	6	3d10 Energy	30/90	Recharge, Cone	4,750	-	Ultra Rare
Mega Particle Cannon	Adv. Ranged	6	3d12 Energy	60/180	Recharge, Hands-Free	6,500	-	Super Rare
Claw-Mounted Rocket	Adv. Ranged	2	3d12 Explosive	80/240	Ammunition	7,500	-	Super Rare
Sturm Faust	Adv. Ranged	-	4d12 Explosive	100/300	Thrown, Area 2d10	10,000	-	Rare
Leader	Psycommu	3	3d8 Electric	60/180	All-Range, Hands-Free, Recharge	7,000	Light	Super Rare
Wire-Guided Remote Weapon	Psycommu	6	3d8 Energy	60/180	All-Range, Hands-Free, Recharge	7,500	Light	Rare
Funnels	Psycommu	-	-	80/240	All-Range, Hands-Free, Recharge, Newtype	8,500	Light	Ultra Rare
INCOM	Psycommu	6	4d10 Energy	60/180	All-Range, Hands-Free, Recharge	8,500	Light	Super Rare
Bits	Psycommu	-	-	80/240	All-Range, Hands-Free, Recharge, Newtype	9,500	Light	Ultra Rare
Fin Funnels	Psycommu	-	-	80/240	All-Range, Hands-Free, Recharge, Newtype	10,000	Light	Legendary

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Personnel Combat Weapons

Name	Type	Ammo	Damage	Range	Properties	Cost	Weight	Rarity
Combat Knife	Basic Melee	-	1d4 + STR Piercing, Slashing	Melee	Finesse	1000	Light	Common
Rapier	Adv. Melee	-	1d6 + STR Piercing	Melee	Finesse	2,000	Heavy	Uncommon
Brass Knuckles	Basic Melee	-	1d6 + STR Bludgeoning	Melee		800	Light	Common
Club	Basic Melee	-	1d6 + STR Bludgeoning	Melee	Versatile	1,800	Heavy	Uncommon
Handgun	Basic Ranged	14	1d6 + DEX Ballistic	8/24		1,500	Light	Common
Rifle	Basic Ranged	20	1d8 + DEX Ballistic	12/30	Two-Handed	2,000	Heavy	Uncommon
Submachine Gun	Basic Ranged	32	1d4 + DEX Ballistic	10/26	Burst Fire	3,000	Light	Uncommon
Shotgun	Basic Ranged	8	1d10 + DEX Ballistic	8/24	Two-Handed, Cone	2,500	Heavy	Uncommon
Automatic Rifle	Adv. Ranged	36	1d8 + DEX Ballistic	12/30	Two-Handed, Burst Fire	3,500	Heavy	Rare
Bazooka	Adv. Ranged	1	2d12 + DEX Explosive	20/80	Two-Handed	5,000	Heavy	Ultra Rare
Handgrenade	Basic Ranged	-	1d12 + DEX Explosive	8/24	Thrown, Area 1d10	800	Light	Super Rare
Flamethrower	Adv. Ranged	20	1d10 + DEX Heat	8/24	Two-Handed, Cone	4,500	Heavy	Ultra Rare
Sniper Rifle	Adv. Ranged	6	1d12 + DEX Ballistic	20/80	Two-Handed	5,500	Heavy	Super Rare
Flashbang	Basic Ranged	-	-	8/24	Thrown	600	Light	Super Rare
Smoke Charge	Basic Ranged	-	-	8/24	Thrown	600	Light	Super Rare
Hand Axe	Basic Melee	-	1d8 + STR Slashing	Melee	Versatile	800	Heavy	Rare
Machete	Adv. Melee	-	1d10 + STR Slashing	Melee		2,500	Heavy	Uncommon
Quarterstaff	Advanced Melee	-	1d8 + STR Bludgeoning	Melee	Two-Handed, Reach	2,000	Heavy	Rare



Weapon Properties

All-Range. Specialty ranged weapons with this property do not require line of sight to target for an attack. The target must not be hidden, invisible, or otherwise undetected by the attacker.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon dealing 1d4 + STR modifier.

Anti-Large. Weapons with this property are especially effective against warships and defensive structures. Roll an additional 1d6 damage of the same type against units at least one size category larger than you.

Area [X]. Weapons with the Area property deal X damage of the same type to all targets within 1 [10] meters of the target.

Burst Fire. A weapon that has the burst fire property can make a normal single-target attack, or it can spray a 20 meter cube area within normal range with shots. Each target in the area must succeed on a DC 15 Dexterity saving throw or take the weapon's normal damage. This action uses ten pieces of ammunition.

Claw. Clawed weapons replace traditional manipulators, and cannot be equipped with any other weapons unless they are mounted or possess the Hands-Free property.

Cone. Weapons with the Cone property target all units in a 2 [20] meters cone within range.

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Forceful. When weapons with this property are used by Large or larger units targeting a smaller enemy, increase the damage dealt by 1 die for each Size Category larger the attacking unit is than its target.

Hands-Free. Weapons with this property can be fired without taking a standard action to change your equipped weapon.

Heavy. targets that are Small or Tiny have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small or Tiny target to use effectively.

Knockback [X]. Weapons with this property have a chance to knock down their target and force the Prone condition. X represents the DC of the Saving Throw required to avoid the secondary effect.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Newtype. Weapons with the Newtype property are usable by Newtype and Cyber-Newtype Classes only.

Range. A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in meters, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Reach. This weapon adds 1 [10] meters to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

Recharge. Beam weapons that are not equipped with E-PAC technology cannot be reloaded in combat. All spent ammunition is recharged during a long rest. In combat, once per round you may roll 1d6 if you do not attack with the weapon on your turn, on a result of 6, the weapon recharges one spent round up to its maximum.

Shield. Weapons with the Shield property cannot be equipped with another Standard Shield.

Smoke. Smoke charge weapons disperse an obscuring cloud in a 2 [20] meter radius around the point they are deployed. For 1d4 rounds, targets in the smoke cloud have Disadvantage on Ranged Attacks and Ranged Attacks targeting them are made at Disadvantage as well.

Stun [X]. Weapons with this property are capable of stunning organic targets and inflicting the Malfunction condition on mobile weapons. X represents the DC of the Saving Throw required to avoid the secondary effect.

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

Two-Handed. This weapon requires two hands when you attack with it.

Upgrade. This weapon occupies 1 Upgrade Slot on the mobile weapon it is equipped to.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property--the damage when the weapon is used with two hands to make a melee attack.



Upgrades & Gear

Mobile weapons in the Universal Century are highly customizable and many pilots choose to expand the capabilities of their machine beyond its stock specs instead of requisitioning the latest and greatest mobile suits as they are released. This list offers some of the mobile weapon gear available to pilots of the Universal Century. Equipping certain parts is subject to Upgrade Slot availability.

Name	Properties	Cost	Special Features	Upgrade Slot Cost	Weight	Rarity
Light Shield	+ 1 Evasion	2000	Cannot be combined with another Standard Shield	0	Light	Common
Medium Shield	+ 2 Evasion	2500	Cannot be combined with another Standard Shield	0	Light	Common
Heavy Shield	+ 3 Evasion	3500	Cannot be combined with another Standard Shield	0	Heavy	Common
Shoulder-Mounted Shield	+ 1 Evasion	3000	Hands-Free, Only one Shoulder-Mounted Shield can be equipped at a time, cannot be combined with a Heavy Shield	0	Light	Common
Gatling Shield	+ 2 Evasion	4500	Cannot be combined with another Standard Shield	0	Light	Rare
Missile Shield	+ 2 Evasion	5000	Cannot be combined with another Standard Shield	0	Light	Super Rare
Guardian Shield	+ 3 Evasion	4000	Cannot be combined with another Standard Shield	0	Heavy	Super Rare
Scattering Particle Shield	+ 2 Evasion	4800	Cannot be combined with another Standard Shield	0	Light	Super Rare
Small Scattering Beam Gun	Blind DC 14 - 3 Uses per Long Rest	5000	Hands-Free	0	-	Rare
Reflector Bits	+ All-Range Property	3000	Select one equipped Ranged Weapon that deals Energy damage. That weapon now has the All-Range property.	1	-	Ultra Rare
Limiter Removal 1	+ 2 MS Strength	2000	+ 2 MS Strength	1	-	Uncommon
Limiter Removal 2	+ 4 MS Strength	5000	+ 4 MS Strength	1	-	Rare
Limiter Removal 3	+ 6 MS Strength	8000	+ 6 MS Strength	1	-	Super Rare
Enhanced Firing Program 1	+ 2 MS Dexterity	2000	+ 2 MS Dexterity	1	-	Uncommon
Enhanced Firing Program 2	+ 4 MS Dexterity	5000	+ 4 MS Dexterity	1	-	Rare
Enhanced Firing Program 3	+ 6 MS Dexterity	8000	+ 6 MS Dexterity	1	-	Super Rare
Reinforced Frame 1	+ 2 MS Constitution	2000	+ 2 MS Constitution, + 10 Armor Points	1	-	Uncommon
Reinforced Frame 2	+ 4 MS Constitution	5000	+ 4 MS Constitution, + 15 Armor Points	1	-	Rare
Reinforced Frame 3	+ 6 MS Constitution	8000	+ 6 MS Constitution, + 20 Armor Points	1	-	Super Rare
Psycommu Interface 1	+ 1d8 Talent Damage	2000	+ 1d8 Talent Damage	1	-	Uncommon
Psycommu Interface 2	+ 1d10 Talent Damage	5000	+ 1d10 Talent Damage	1	-	Rare
Psycommu Interface 3	+ 1d12 Talent Damage	8000	+ 1d12 Talent Damage	1	-	Super Rare
I-Field	+ Resistance to Energy Damage from Ranged Attacks	10000	+ Resistance to Energy Damage from Ranged Attacks	1	-	Ultra Rare
Anti-Beam Coating	+ Resistance to Energy Damage from Melee Attacks	10000	+ Resistance to Energy Damage from Melee Attacks	1	-	Ultra Rare

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Name	Properties	Cost	Special Features	Upgrade Slot Cost	Weight	Rarity
EXAM System	MS Module - Cannot be equipped with another MS Module	10000	Can be activated as a Bonus Action. For one minute, this unit becomes resistant to Ballistic, Energy, Piercing, Slashing, & Bludgeoning damage. This can be used a number of times equal to your Proficiency Bonus per Long Rest.	2	-	Ultra Rare
HADES System	MS Module - Cannot be equipped with another MS Module	20000	Can be activated as a Bonus Action. Once activated, the pilot suffers one level of Exhaustion. For one minute, this unit becomes resistant to Ballistic, Energy, Piercing, Slashing, & Bludgeoning damage. You may also take an additional Reaction each round a number of times equal to the pilot's CON modifier. This can be used a number of times equal to your Proficiency Bonus per Long Rest.	2	-	Legendary
ALICE AI	MS Module - Cannot be equipped with another MS Module	25000	Each time this unit misses an attack, you may use a Bonus Action to make the attack successful. Each time this unit is the target of a successful attack, you may use a reaction to reduce the damage by half. This can be used a number of times equal to your Charisma Modifier + 2 per Short or Long Rest.	2	-	Legendary
NT-D System	MS Module - Cannot be equipped with another MS Module	30000	Can be activated as a Bonus Action. For one minute, this unit has Advantage on all Saving Throws. When subjected to an effect that allows you to make a Saving Throw to take only half damage, you may instead take no damage and deal half damage to the enemy that targeted you with the effect (if it was not an enemy Talent, you may instead choose a target adjacent to the source if available). This can be used a number of times equal to your Proficiency Bonus per Long Rest.	2	-	Ultra Rare
Psycho-Frame	MS Module - Cannot be equipped with another MS Module	30000	This unit allows its pilot to add their Intelligence, Wisdom, or Charisma modifier to all Saving Throws (if the chosen Saving Throw already uses that Ability Modifier, you may double it). When this unit targets an enemy with a Talent that requires it to make a Saving Throw, you may expend one additional Talent Slot of the same level or greater to force that target to automatically fail the Saving Throw.	2	-	Ultra Rare
Bio-Sensor	MS Module - Cannot be equipped with another MS Module	30000	Can be activated as a Bonus Action. For one minute, this unit becomes resistant to Ballistic, Energy, Piercing, Slashing, & Bludgeoning damage. For the duration you may also increase the damage dealt by Melee Attacks by 2d6. This can be used a number of times equal to your Proficiency Bonus per Long Rest.	2	-	Ultra Rare

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Name	Properties	Cost	Special Features	Upgrade Slot Cost	Weight	Rarity
Stutzer Unit	Grappling Hook	8000	As a Standard Action, you may fire your grappling hook at a 30m sphere within 90m. Each target in the sphere must succeed on a DC 16 Strength Saving Throw or become Restrained. A Restrained target may attempt another Strength Saving Throw as a Standard Action to free itself. If you have no target restrained, you may reset the Grappling Hook as a Standard Action	1	Heavy	Rare
Grapple Gun	Grappling Hook	5000	As a Standard Action, you may fire your grappling hook at a single target within 90m. The target must succeed on a DC 16 Strength Saving Throw or become Restrained. A Restrained target may attempt another Strength Saving Throw as a Standard Action to free itself. If you have no target restrained, you may reset the Grappling Hook as a Standard Action	1	Light	Uncommon
FSWS Plan	+ Full Armor Type MS Upgrade	50000	+ Resistance to Ballistic & Slashing Damage, + Mounted Missile Pod	1	-	Ultra Rare
High-Mobility Package	+ High Mobility MS Upgrade	50000	+ 10 Movement Speed to Land or Zero-G	1	-	Ultra Rare
Lightliner	40 Mid-Air Movement Speed	45000	40 Mid-Air Movement Speed	1	-	Super Rare
Minovsky Craft System	50 Mid-Air Movement Speed	50000	50 Mid-Air Movement Speed	2	-	Ultra Rare
Shoulder-Mounted Cannons	+ Mounted Ranged Weapon	40000	+ Mounted Cannons (see MS Weapons)	1	-	Ultra Rare
Shoulder-Mounted Gatling Gun	+ Mounted Ranged Weapon	40000	+ Mounted Gatling Gun (see MS Weapons)	1	-	Ultra Rare
Thunderbolt Sector Retrofit	+ Thunderbolt Type MS Upgrade	25000	+ Resistance to Electric Damage	1	-	Ultra Rare
Sub-Arm System	+ Sub-Arm MS Upgrade	35000	+ 1 Hands-Free Attack (Can only be equipped once)	1	-	Ultra Rare
Arctic Climate Package	+ Cold District Type MS Upgrade	20000	+ Resistance to Cold Damage	1	-	Ultra Rare
Desert Climate Package	+ Desert Type MS Upgrade	20000	+ Resistance to Heat Damage	1	-	Ultra Rare
Core Block System	+ Core Fighter MS Upgrade	50000	Units with a Core Block System automatically succeed on their 3rd Eject Saving Throw. The pilot may eject from a destroyed mobile suit in a FF-X7 Core Fighter (see FF-X7 Core Fighter for stats).	2	-	Ultra Rare
Psycommu Interface	+ Psycommu Tag MS Upgrade	20000	This interface package allows any mobile suit to equip psycommu weapons including funnels and bits. When installed, the mobile weapon gains the "Psycommu" tag.	1	-	Ultra Rare
VMSAWRS	+ Variable Tag MS Upgrade	50000	When installed, the mobile weapon gains the "Variable" tag. Select a transform mode; Tank (Land), Fighter (Mid-Air/Zero-G), or Submarine (Amphibious). As a standard action this mobile weapon may change modes. While transformed, the mobile weapons movement speed is 60 meters for the associated terrain selection, and 0 for all other speeds.	2	-	Ultra Rare

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Name	Properties	Cost	Special Features	Upgrade Slot Cost	Weight	Rarity
Base Jabber	Mobile Weapon Mount	20000	Supports 2 Medium or 1 Large Mobile Suit, Mid-Air 70m	-	-	Uncommon
Type 89 Base Jabber	Mobile Weapon Mount	20000	Supports 2 Medium or 1 Large Mobile Suit	-	-	Super Rare
Gettar (Gator)	Mobile Weapon Mount	20000	Supports 2 Medium or 1 Large Mobile Suit	-	-	Uncommon
Shackles	Mobile Weapon Mount	20000	Supports 2 Medium or 1 Large Mobile Suit	-	-	Rare
Shackles (Neo Zeon Type)	Mobile Weapon Mount	20000	Supports 2 Medium or 1 Large Mobile Suit	-	-	Ultra Rare
Dodai	Mobile Weapon Mount	20000	Supports 2 Medium or 1 Large Mobile Suit	-	-	Uncommon
Dodai Kai	Mobile Weapon Mount	20000	Supports 2 Medium or 1 Large Mobile Suit	-	-	Rare
Dodai II	Mobile Weapon Mount	20000	Supports 2 Medium or 1 Large Mobile Suit	-	-	Ultra Rare
Flying Armor	Mobile Weapon Mount	20000	Supports 2 Medium or 1 Large Mobile Suit	-	-	Uncommon
Mega Rider	Mobile Weapon Mount	30000	Supports 2 Medium or 1 Large Mobile Suit	-	-	Uncommon

Personal Inventory Items

Loot, ammunition, food, and clothing are just some of the many types of possessions a character in the Universal Century may find themselves holding. Some inventory items have a utility purpose while others simply hold sentimental value. The following list is by no means comprehensive, but should serve to address many of the kinds of items available to players and inspire other similar gear.

Name	Properties	Cost	Category	Description	Rarity
Ammo (Armor Piercing)	+1 to Hit	3000/ Mag	Mobile Weapon Ammunition	Ranged Ballistic Weapon Damage ignores damage Threshold on Armored Combat units	Rare
Ammo (Nitrogenated)	+1 to Hit	4500/ Mag	Mobile Weapon Ammunition	Ranged Ballistic Weapon Damage now has the "Cold" Tag. On a failed DC10 Saving Roll, the target can only move at half speed the next turn	Rare
Ammo (Explosive)	+1 to Hit	3500/ Mag	Mobile Weapon Ammunition	Ranged Ballistic Weapon Damage now has the "Explosive" Tag. On a failed DC10 Saving Roll, the damage is applied to adjacent units	Rare
Ammo (Incendiary)	+1 to Hit	3500/ Mag	Mobile Weapon Ammunition	Ranged Ballistic Weapon Damage now has the "Heat" Tag. On a failed DC10 Saving Roll, the damage ignores equipped Shields	Rare
Ammo (Polarized)	+1 to Hit	5000/ Mag	Mobile Weapon Ammunition	Ranged Ballistic Weapon Damage now has a "Shock" Tag. On a failed DC10 Saving Roll, the target is Stunned on the next turn	Rare
Ammo (Pressurized)	+1 to Hit	4500/ Mag	Mobile Weapon Ammunition	Ranged Ballistic Weapon can be used normally Underwater	Rare
Sensor Rebooter	-	100	Consumable	Used to fix compromised communication, radar, or camera systems.	Rare
Pilot Ration MRE	-	75	Consumable	A packaged meal with a long shelf life. Nutritious, but far from delicious.	Common
McDaniel's Hamburger	-	25	Consumable	The staple menu item of a popular fast food franchise in the colonies.	Common
Whiskey	-	100	Consumable	Casval Deikun's beverage of choice.	Common
Beer	-	50	Consumable	Alcoholic beverage.	Common
Disguise Kit	-	1000	Inventory Item	Required for creating a compelling disguise. Without a disguise, Presence and Deception checks to impersonate someone else are made with Disadvantage.	Rare
Computer Slicing Kit	-	1200	Inventory Item	Required for accessing encrypted or password locked files or systems on any computer terminal or interface.	Rare
Demolitions Kit	-	1500	Inventory Item	Required for arming, disarming, or even creating explosives (including EMPs, gas traps, or other devices). Attempting to disarm a trap without a Demo Kit forces Disadvantage	Rare
Medicine Kit	-	1200	Inventory Item	Required for treating minor wounds and stabilizing characters at 0 Hit Points.	Rare
Repair Kit	-	1500	Inventory Item	Required for repairing minor damage and stabilizing units at 0 Armor Points.	Rare
Comm Unit	-	800	Inventory Item	A basic limited range communication device used for short range, unencrypted, audio messaging.	Rare
Flashlight	30 m Light Cone	500	Inventory Item	Creates a cone of light that extends 30 meters from whoever is holding it.	Uncommon
Binoculars	Adv on Perception	350	Inventory Item	Grants Advantage on Perception checks that rely on sight when used	Uncommon
Night Vision Goggles	30 m Darkvision	350	Inventory Item	Grants the ability to see up to 30 meters in low light.	Uncommon
Sunglasses	-	100	Inventory Item	Look cool as hell.	Uncommon

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Name	Properties	Cost	Category	Description	Rarity
Data Disk	-	650	Inventory Item	Wireless communications and data transfer is severely limited by ambient Minovsky particle interference, making the use of hard format disks and SSDs essential for larger files and messages.	Rare
Emergency Repair Module (Basic)	+ 1d6 Armor Points	150	Consumable	A single use emergency patch designed to extend mobile suit operating time repairing minor damage.	Uncommon
Emergency Repair Module (Enhanced)	+ 1d6 Armor Points	300	Consumable	A single use emergency patch designed to extend mobile suit operating time repairing minor damage.	Rare
Emergency Repair Module (Advanced)	+ 1d6 Armor Points	600	Consumable	A single use emergency patch designed to extend mobile suit operating time repairing minor damage.	Super Rare
Emergency Repair Module (Premier)	+ 1d6 Armor Points	1200	Consumable	A single use emergency patch designed to extend mobile suit operating time repairing minor damage.	Ultra Rare
First Aid Pack (Basic)	+ 1d6 Hit Points	150	Consumable	A single use bandage to treat minor wounds.	Uncommon
First Aid Pack (Advanced)	+ 1d8 Hit Points	600	Consumable	A single use bandage to treat minor wounds.	Super Rare
Spare Magazine		50	Consumable	Ammunition for Personnel firearms.	Common
Spare Oxygen Tank	+1 Hour Operating Time	50	Consumable	A simple universal fit oxygen supply that extends operating time for pressurized suits.	Uncommon
Normal Suit	+ 6 Evasion	200	Light Armor	A pressurized suit the protects its wearer from the vacuum of space.	Rare
Scuba Suit	+ 5 Evasion	200	Light Armor	A pressurized suit that allows its wearer to breathe while underwater.	Rare
Civilian Clothing	-	50	Clothing	Inconspicuous civilian clothing.	Common
Desert Clothing	-	100	Clothing	Lightweight fabrics and sheer clothing for travel in hotter climates.	Common
Arctic Clothing	-	100	Clothing	Heavy insulated coats for travel in colder climates.	Common
Junker Clothing	-	40	Clothing	Roughneck clothes suited for scavengers and charlatans.	Common
Fancy Clothing	-	120	Clothing	Expensive garments that indicate an elevated status.	Rare
Nobles Clothing	-	120	Clothing	Tailored clothes denoting nobility.	Rare
Moon Moon Clothing	-	80	Clothing	Traditional priest/priestess garb from the Moon Moon colony.	Rare
Scientists Clothing	-	100	Clothing	Traditional white labcoat and dress.	Uncommon
Mechanics Jumpsuit	-	100	Clothing	A typical one-piece jumpsuit worn by the motor pool and engineers.	Common
Anaheim Uniform	-	100	Clothing	Specialized jumpsuit branded AE and reinforced with padding at key points for working on mobile suits.	Uncommon
Military Uniform	-	150	Clothing	Full-dress uniform with branch and rank colors and insignias.	Rare
Vernier Pack (Personnel)	+ 5 Meters Zero-G Speed	200	Personal Upgrade	A small waistpack with a pair of controlled thrusters that allows for easy movement in zero-G environments.	Super Rare
Parachute (Personnel)	-	1500	Consumable	Slow your descent when falling from great heights	Super Rare
Ballute (Mobile Weapon)	-	2500	Mobile Weapon Consumable	Slow your Mobile Weapons descent when falling from great heights	Super Rare
Heavy Clothing	+ 10 Evasion	300	Light Armor	Thick ballistic nylon or leather clothing to reduce the effectiveness of small arms and melee weapons.	Uncommon
Combat Armor	+ 12 Evasion	500	Medium Armor	Lightweight vests & jackets that offer protection from firearms and stabbing weapons.	Rare
Battle Armor	+ 14 Evasion	1000	Heavy Armor	Heavy plate carriers and ballistic mesh designed to protect from large caliber weapons.	Super Rare

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Name	Properties	Cost	Category	Description	Rarity
Buckler	+ 1 Evasion	200	Shield	A small shield that can be attached to the forearm to deflect melee attacks.	Common
Riot Shield	+ 2 Evasion	500	Shield	A medium sized heavy shield to protect against ballistic weapons, blunt weapons, and thrown projectiles.	Uncommon
Pilot's Pack	-	5000	Starting Equipment Pack	Includes a mess kit, a normal suit, a firestarter, a hip pouch, 10 days of rations, and a canteen	Uncommon
Officer's Pack	-	5000	Starting Equipment Pack	Includes a laptop, a uniform, a hip pouch, 5 days of rations, and a hip flask	Uncommon
Soldier's Pack	-	5000	Starting Equipment Pack	Includes a mess kit, fatigues, a firestarter, a hip pouch, 10 days of rations, and a canteen	Uncommon
Spy Pack	-	5000	Starting Equipment Pack	Includes a disguise kit, a firestarter, a hip pouch, 10 days of rations, and a canteen	Uncommon
Engineer's Pack	-	5000	Starting Equipment Pack	Includes a jumpsuit, toolbox, hip pouch, 5 days of rations, and a canteen	Uncommon
Favorite Accessory	-	Varies	Trinket	Object of sentimental or great monetary value.	Ultra Rare
Mass Production Haro	-	1000	Trinket	Object of sentimental or great monetary value.	Uncommon
Anaheim Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
Flanagan Institute Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
EXAM Institute Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
Augusta Newtype Labs Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
Murasame Newtype Labs Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
EFSF Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
Principality of Zeon Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
Delaz Fleet Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
AEUG Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
Titan's Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
Jupiter Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
Moon Moon Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
Axis Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
Neo Zeon Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
Londo Bell Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
Neo Zeon (CCA) Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
Vist Foundation Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
Sleeves Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
Republic of Zeon Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
Mafty Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
Cosmo Babylonia Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
Crossbone Vanguard Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
League Militaire Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare
Zanscare Empire Insignia	-	4000	Trinket	Object of sentimental or great monetary value.	Super Rare

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Name	Properties	Cost	Category	Description	Rarity
Amuro Ray's Combat Data	-	10000	Iconic Trinket	Object of sentimental or great monetary value.	Legendary
Amuro Ray's Haro	-	10000	Iconic Trinket	Object of sentimental or great monetary value.	Legendary
M'quve's Porcelain Vase	-	10000	Iconic Trinket	Object of sentimental or great monetary value.	Legendary
Char Aznable's Helmet	-	10000	Iconic Trinket	Object of sentimental or great monetary value.	Legendary
Shiro Amada's Book	-	10000	Iconic Trinket	Object of sentimental or great monetary value.	Legendary
8th MS Team's Camera	-	10000	Iconic Trinket	Object of sentimental or great monetary value.	Legendary
Bernard Wiseman's Video Cassette	-	10000	Iconic Trinket	Object of sentimental or great monetary value.	Legendary
Cima Garahau's Fan	-	10000	Iconic Trinket	Object of sentimental or great monetary value.	Legendary
Quattro Bajeena's Shades	-	10000	Iconic Trinket	Object of sentimental or great monetary value.	Legendary
B Gundam's Faceplate	-	15000	Iconic Trinket	Object of sentimental or great monetary value.	Legendary
Psycho-Frame Sample	-	8000	Iconic Trinket	Object of sentimental or great monetary value.	Legendary
Psycho-Frame Necklace	-	8000	Iconic Trinket	Object of sentimental or great monetary value.	Legendary
Psycho-Frame Suit	-	10000	Iconic Trinket	Object of sentimental or great monetary value.	Legendary



Using Talents

Talents are special abilities that push the bounds of what humans believe is possible. These supernatural feats can only be carried out by Newtypes or extremely skilled technicians. These can only be performed by select Classes as outlined in their Class description.

Defining Talents

Classes that can perform Talents have a set number of Talents they can learn to perform that grows as they gain levels.

Talent Slots

Talent Slots are a way of representing the mental capacity for performing Talents. A character has a particular number of Talent Slots of each Talent level per Class level as represented on the Class table.

Expended Talent Slots are regained at the end of a Long Rest or by certain special effects.

Using a Talent

By expending an available Talent Slot of the appropriate level or higher, a character may execute a known Talent of their choice.

At-Will Talents

Talents that require less mental strain to perform are called “At-Will” Talents as they do not require you to expend a Talent Slot to use them.

Psycommu

Talents with the Psycommu tag can only be performed when the character has access to a Psycommu type weapon, as outlined in the Weapons Section.

Concentration

Some Talents require you to maintain concentration in order to keep their effect active. If you lose concentration, such a Talent ends.

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

You lose concentration on a Talent if you use another Talent that requires concentration. You can't concentrate on two Talents at once.

Whenever you take damage while you are concentrating on a Talent, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, you make a separate saving throw for each source of damage.

You lose concentration on a Talent if you are incapacitated or if you die.



Talent Lists

Cyber-Newtype Talents

At-Will Talents

Afflict Mind

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	24	Attack	Personnel

You reach out with your mind and apply psychic pressure to one target within 24m. Make a ranged Newtype power attack. On a hit, the target suffers 1d6 Psychic damage and cannot regain Hit Points until the start of your next turn.

All-Range Psycommu Attack (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	240	Attack	Armored

Using psycommu to control a funnel or bit weapon, you make a ranged Newtype attack at a target within range. On a hit the target suffers 3d8 Energy damage. You may fire an additional beam at 5th, 11th, and 17th level. These beams may target multiple enemies or a single enemy, but you must make individual attack rolls.

Basic All-Range Attack (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	120	DEX	Armored

Using psycommu to control a funnel or bit weapon, you fire a single beam at a target within range. The target must succeed on a Dexterity saving throw or suffer 3d10 Energy damage. This power's damage increases by 1d10 at 5th, 11th, and 17th level.

Detonate (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	240	Attack	Armored

Using psycommu to control a funnel or bit weapon, you make a ranged Newtype attack at a target within range, detonating a nearby explosive object. On a hit the target suffers 3d8 Explosive damage. Flammable target objects ignite if they are not being worn or carried. The damage increases by 1d10 at 5th, 11th, and 17th level.

Minovsky Particle Lights (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	24 [240]	-	Any

You manipulate energy particles into clouds of light-emitting spheres that each illuminate a 2 [20]m radius. On each of your turns, you may take a bonus action to move these spheres up to 12 [120]m.

Newtype Boon

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	Touch	-	Any

You touch a willing target. Once before the effect ends, they may roll 1d4 and add the result to a saving throw of their choice.

Newtype Perception

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Round	6 [60]	-	Any

Select a target within range. Your Newtype intuition grants you insight on their defenses. You have Advantage on your next attack against that target.

Psychic Illness

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	2	INT	Personnel

You reach out and apply psychic pressure to one target within 2m. The target must make a Wisdom saving throw or suffer 1d6 Psychic damage. This power's damage increases by 1d6 at 5th, 11th, and 17th level.

Psychic Message

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Round	24 [240]	-	Any

You reach into the mind of a target within 24 [240] meters. You may speak one message or phrase to them that only they can hear. They can reply in a single message or phrase that only you can hear.

Psychic Touch

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	Touch	Attack	Personnel

Make a melee Newtype attack on a single target. On a hit the target suffers 1d8 Psychic damage. This power's damage increases by 1d8 at 5th, 11th, and 17th level.

Telekinetic Shove

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	6	DEX	Personnel

You manifest a minor minovsky wave on one or two targets within 6 meters. If you choose two, the targets must be adjacent to each other. The targets must succeed on a Dexterity saving throw or suffer 1d6 Force damage. This power's damage increases by 1d6 at 5th, 11th, and 17th level.

Level 1 Talents

All-Range Attack (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	120	Attack	Armored

Three of your funnels fire at targets within range. Each of the three blasts deals 2d8 energy damage to its target. The shots all strike simultaneously (for the purpose of overcoming damage Thresholds), and you can direct them to hit one target or several. At higher levels you can fire an additional shot for each level above 1st.

Detect Newtypes (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	6 [60]	-	Any

For the duration, you sense the presence of Newtypes or psycommu devices within 60 m of you.

Diffuse Particle Blast (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	30 Cone	DEX	Armored

Deflecting beams from your funnel/bit weapons, each target in a 30m cone in front of you must make a Dexterity saving throw. On a failed save, the targets suffer 3d6 Heat damage or half that on a success. When cast at higher levels, this power's damage increases by 1d6 per level.

Fin Funnel Barrier (C) (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Bonus	10 Minutes	120	-	Armored

You surround an ally within 120m with a fin funnel shield, granting it a +2 bonus to evasion rate for the 10 minutes.

Fin Funnel Shield (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Reaction	1 Round	Self	-	Armored

When you are hit by an attack, you quickly summon a fin funnel pyramid shield. Until the start of your next turn, you have a +5 bonus to evasion rate, including against the triggering attack, and you take no damage from All Range Attack.

Funnel Flash (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Round	24 [240]	Attack	Armored

You make an overcharged ranged funnel attack on a single target within range. On a hit, the target suffers 4d6 energy damage. The bright light grants advantage on the next attack performed against the target until the end of your next turn. When used at higher levels, the damage increases by 1d6 for each slot level above 1st.

Identify Psycommu Device

Use Time	Duration	Range	Atk/Save	Usage
1 Minute	Instant	Touch	-	Any

By closely examining a psycommu or enhanced device or weapon, you discern its name, effects, and details.



Lock-On Funnel (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	6 [60]	Attack	Armored

You focus on one target. Make a ranged Newtype attack against that target. On a hit, the target takes 2d10 Energy damage, and on each of your turns for the duration, you can use your action to deal 2d10 energy damage to the target automatically. The lock-on ends if you use your action to do anything else. The lock-on also ends if the target is ever outside the effect's range or if it has total cover from you. When used at , the initial damage increases by 1d10 for each slot level above 1st.

Minovsky Boost

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	Touch	-	Any

A target you touch has its jump distance tripled for one minute.

Minovsky Burst

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	Touch	CON	Personnel

A wave of Minovsky particles blasts out from you. Each target in a 3m radius originating from you must make a Constitution saving throw. On a failed save, a target takes 2d8 force damage and is pushed 20m away from you. On a successful save, the target takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 2m away. When used at higher, the damage increases by 1d8 for each slot level above 1st.

Minovsky Cloud (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	24 [240] / 4 [40]	-	Any

A 4 [40]m-radius sphere of minovsky particles centered on a point within range suddenly gets dense. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind disperses it. When used at higher levels, the radius of the cloud increases by 4 [40]m for each slot level above 1st.

Minovsky Disruption

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	180	Attack	Armored

You trigger an 80m particle reaction sphere. Make a ranged attack on a single target. On a hit, the target suffers 3d8 Damage type of your choice (Heat, Cold, Explosive, Energy, or Force). When cast at higher levels, this power's damage increases by 1d8 per level.

Newtype Aura

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Round	3	-	Personnel

Roll 6d10; the total is how many hit points of characters this power can affect. Characters in a 30m cone originating from you are affected in ascending order of their current hit points. Starting with the lowest current hit points, each character affected by this power is blinded until the end of your next turn. Subtract each character's hit points from the total before moving on to the next lowest hit points. When used at 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

Newtype Detection

Use Time	Duration	Range	Atk/Save	Usage
1 Minute	8 Hours	3 [30]	-	Any

You emit a psychic field to detect unwanted intrusion. You may select a door, window or 3 [30]m area and for the duration of the field, whenever a person or mobile suit enters the field you are psychically alerted, awakened if you are asleep. You may designate characters/mobile suits that do not alert you.

Newtype Illumination (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	6 [60] / 4 [40]	DEX	Any

Every character and object in a 4 [40]m area up to 6 [60]m within your line of sight is illuminated if they fail a Dexterity saving throw. Attacks against these targets have Advantage to hit and cannot become invisible or hide for the duration.

Newtype Imposition

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	12	WIS	Personnel

Reaching out with your mind you impose your will on a single target. Make a ranged Newtype attack. On a hit, the target 1d10 Psychic damage and the target makes a Wisdom saving throw. On a failed save the target is poisoned until the start of your next turn.

Newtype Mirage [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	12 [120]	-	Any

You create a hallucinatory image within range. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects. You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. A character that uses its action to examine the image can determine that it is an illusion with a successful Investigation check.

Newtype Pressure

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	6 [60]	CHA	Any

Up to three targets within your range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the effect ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. When used at higher levels, you may select an additional target for each power slot above 1st.

Overextend

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Touch	-	Any

A willing target you touch has its movement speed increased by 25% for one hour.



Psychic Burst

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	Self	WIS	Personnel

You realize a wave of psychic energy in a 20m sphere around yourself. All targets within range must make a Wisdom save to resist. On a failed save, the target suffers 2d6 Psychic Damage and cannot take reactions until their next turn. On a save, they take half damage but suffer no other effects. When cast at higher levels, this power's damage increases by 1d6 per level.

Psychic Mania [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	6 [60]	INT	Any

You send a single target into a manic state and they laugh uncontrollably for 1 Minute. If the character takes damage and at the beginning of each turn, they can make another attempt at their saving throw to end the effects. The target has advantage if the saving throw is triggered by damage.

Psychic Mark [C]

Use Time	Duration	Range	Atk/Save	Usage
Bonus	1 Hour	18 [180]	-	Any

Choose a target within range. Until the effect ends, you deal an extra 1d6 damage to the target whenever you hit it with an attack. Also, choose one ability, the target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 armor points before this effect ends, you can use a bonus action on a subsequent turn of yours to mark a new target. When you use this power at 3rd-4th level, the effect lasts 8 hours, and at 5th level or above lasts 24 hours.

Psycho Counterattack [Psycommu]

Use Time	Duration	Range	Atk/Save	Usage
Reaction	Instant	120	DEX	Armored

As a reaction to taking damage from a target within range, you instinctively fire from your funnel/bit weapon. The target must make a Dexterity saving throw, taking 2d10 Energy damage on a failed save, or half that on a success. When used at higher levels the damage increases by 1d10 for each level above 1st.

Psychoframe Armor

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Self	-	Armored

A thin layer of psychoframe armor grants you 1d8 + 4 temporary armor points for the duration. When you use this power at higher levels, you gain 1d8 additional temporary hit points for each slot level above 1st.

Level 2 Talents

Detect Thoughts [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	Self	-	Any

You can focus your mind on any one target that you can see within 6 [60]m of you. You initially learn the surface thoughts of the target. As an action, you can either shift your attention to another target's thoughts or attempt to probe deeper into the same target's mind. If you probe deeper, the target must make an Intelligence saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the effect ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another target, the target can use its action on its turn to make an Intelligence check contested by your Wisdom; if it succeeds, the effect ends. Questions verbally directed at the target naturally shape the course of its thoughts, making this power useful for interrogation. You can also use this power to detect the presence of thinking targets you can't see. You can search for thoughts within 6 [60]m of you. Once you detect the presence of a target in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

Enthral

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	12 [120]	INT	Any

You attempt to capture the attention of a target of your choice that you can see within range to make a Wisdom saving throw. Any target that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting the target, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive anything other than you until the effect ends or you are no longer in range. The effect ends if you are incapacitated.

Funnel Maelstrom [C] (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	120	DEX	Armored

You cause funnel/bit weapons to swirl and fire wildly in an unoccupied 20m diameter space within range. Any target that ends its turn within 10m of the space must make a Dexterity saving throw. The target takes 5d6 heat damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the funnels/bits up to 60m. If you ram the funnels/bits into a target, that target must make the saving throw against the maelstrom's damage, and the funnels/bits stop moving this turn. When used at higher levels, the damage increases by 1d6 for each slot level above 2nd.

Imbue Message

Use Time	Duration	Range	Atk/Save	Usage
Action	Until Triggered	6	-	Any

You implant a message within an object in range, a message that is uttered when a trigger condition is met. The message must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the power to deliver your message. The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 6m of the object.

Imperceptible Speed [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	Self	-	Any

You appear to move at incredible speed, blurring enemy vision. For the duration, any enemy has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight.

Invisibility [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Touch	-	Any

A target you touch becomes invisible until the effect ends. Anything the target is wearing or carrying is invisible as long as it is on the target. The effect ends for a target that attacks or using Newtype powers. At higher levels you can target one additional target for each slot level above 2nd.

Minovsky Emission [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Self	-	Any

A dense Minovsky cloud radiates from you, masking you and your companions from detection. For the duration, each target you choose within 6 [60]m of you (including you) has a +10 bonus to Charisma (Stealth) checks and can't be tracked except via Newtype powers.

Minovsky Push [C]

Use Time	Duration	Range	Atk/Save	Usage
1 Action	1 Minute	Self	CON	Any

A particle wind 120m long and 20m wide blasts from you in a direction you choose for the effect's duration. Each target that starts its turn in the line must succeed on a Constitution saving throw or be pushed 30m away from you in a direction following the line. Any target in the line must spend 2m of movement for every 1m it moves when moving closer to you. The gust disperses gas or vapor, and it extinguishes flames. As a bonus action on each of your turns before the effect ends, you can change the direction in which the line blasts from you.

Newtype Possession [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	24	WIS	Personnel

You pierce the mind of a target within range, forcing a Wisdom saving throw. On a failed throw, the target is charmed. The charmed target must use its action before moving on each of its turns to make a melee attack against a target other than itself that you mentally choose. The target can act normally on its turn if you choose no target or if none are within its reach. On your subsequent turns, you must use your action to maintain control over the target, or the effect ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the effect ends.

Newtype Resolve

Use Time	Duration	Range	Atk/Save	Usage
Action	8 Hours	6	-	Personnel

Calming your allies, you steel their resolve for the battle. Choose three targets. Each target's maximum and current hit points increase by 8 for the duration. When used at higher levels, you can increase the hit points gained by 8 for each level above 2nd.

Piercing Funnel Shot [Psycommu]

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	180	Attack	Armored

You unleash an armor-piercing funnel/bit weapon blast. Make a ranged attack on a single target in range. On a hit, the target suffers 4d8 Energy damage and 2d8 Heat damage at the end of its next turn. If the attack misses the target suffers half the initial damage and no later damage. At higher levels, the damage (both initial and later) increases by 1d8 for each slot level above 2nd.



Psychic Binding Field [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	12 [120] / 4 [40]	DEX	Any

You fill a 4 [40] m cube within range with a field of dense particles creating difficult terrain. Each target that starts its turn in the field or that enters it during its turn must make a Dexterity saving throw. On a failed save, the target is restrained. A restrained target can use its action to make a Strength check against your Newtype save DC. If it succeeds, it is no longer restrained.

Psychic Darkness [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	12 [120] / 3 [30]	-	Any

Supernatural darkness spreads from a point you choose within range to fill a 3 [30]m radius for the duration. The darkness spreads around corners. Characters cannot see in this radius, and normal light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object. If any of this effect's area overlaps with an area of light created by a power of 2nd level or lower, the power that created the light is dispelled.

Psychic Scream

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	12 [120] / 2 [20]	WIS	Personnel

You unleash a siren in the minds of all targets in a 2m radius up to 12m away. All targets in range must make a Wisdom saving throw. Targets suffer 2d8 Psychic damage on a failed save or half that on a successful one. This power damages objects that are not being worn or carried as well. At higher levels, the damage increases by 1d8 for each slot level above 2nd.

Psychic Sight

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Self	-	Personnel

For the duration, you see otherwise invisible characters and objects as if they were visible.

Psychic Will Drain [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	12 [120]	CON	Any

You drain the very will of your enemy. Make a ranged Newtype attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength Modifiers until the effect ends. At the end of each of the target's turns, it can make a Constitution saving throw against the effect. On a success, the effect ends.

Psycho Disable

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	6 [60]	WIS	Any

You can blind or deafen a foe. Choose one target that you can see within range to make a Wisdom saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the effect ends. When used at higher levels, you can select one additional target for each slot level above 2nd.

Psycho Unlock

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	12 [120]	-	Any

Choose an object within range that restricts access such as a door, container, or lock. A target that is held shut by a non-digital lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked. When you use this power, a loud knock, audible from as far away as 300m, emanates from the target object.



Psychoforce Lift [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	12 [120]	CON	Any

One target or loose object of your choice that you can see within range rises vertically, up to 40m, and remains suspended there for the duration. The effect can levitate a target that weighs up to 55 tons (medium mobile suit). An unwilling target that succeeds on a Constitution saving throw is unaffected. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 40m in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the effect's range. When the effect ends, the target floats gently to the ground if it is still aloft.

Psycholocation [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	Self	-	Any

You sense the direction to a target object's location, as long as that object is within 1,000m of you. If the object is in motion, you know the direction of its movement. The effect can locate a specific object known to you, as long as you have seen it up close at least once. Alternatively, the effect can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

Triple Funnel/Bit Attack (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	240	Attack	Armored

You fire three funnel/bit all-range attacks. You can target one enemy or several. Make a ranged Newtype attack for each ray. On a hit, the target takes 3d6 energy damage. At higher levels you fire one additional shot for each slot level above 2nd.

Level 3 Talents

Bend Time [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	24 [240]	INT	Any

You alter time around up to six targets of your choice in a 8 [80]m cube within range. Each target must succeed on an Intelligence saving throw or be affected for the duration. An affected target's speed is halved, it takes a -2 penalty to Evasion and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the target's abilities it can't make more than one melee or ranged attack during its turn. If the target attempts a Newtype power with a usage time of 1 Action, roll a d20. On an 11 or higher, the effect doesn't occur until the target's next turn, and the target must use its action on that turn to complete the effect. If it can't, the power is wasted. A target affected makes another Intelligence saving throw at the end of each of its turns. On a successful save, the effect ends for it.

Cancel Psycommu

Use Time	Duration	Range	Atk/Save	Usage
Reaction	Instant	12 [120]	WIS	Any

You attempt to interrupt a Newtype in the process of using a power. If the power is 3rd level or lower, it fails and has no effect. If it is 4th level or higher, make an ability check using your Newtype Talent ability. The DC equals 10 + the power's level. On a success, the power fails and has no effect. At Higher Levels. When you use this ability at 4th level or higher, the interrupted power has no effect if its level is less than or equal to the level you used.



Dispel Newtype Ability

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	24 [240]	-	Any

Choose one Newtype effect within range. Any power of 3rd level or lower on the target ends. For each power of 4th level or higher on the target, make an ability check using your Newtype ability. The DC equals 10 + the power's level. On a successful check, the effect ends. When used at 4th level or higher, you automatically end the effects on the target if the power's level is equal to or less than the level of the slot you used.

Explosive Funnel (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	300/40	DEX	Armored

You fire a shot at one of your own psycommu weapons within range causing an explosion. Each target in a 40m radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 explosive damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried. When used at 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Major Illusion (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	24 [240]	-	Any

You create the image of an object at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. Physical interaction with the image reveals it to be an illusion, because things can pass through it. When used at 6th level or higher, the effect lasts until dispelled, without requiring your concentration.

Minovsky Flight System (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	Touch	-	Armored

You touch a willing target. The target gains a flying speed of 60m for the duration. When the effect ends, the target falls if it is still aloft, unless it can stop the fall. When used at 4th level or higher, you can choose one additional target for each slot level above 3rd.

Newtype Communion

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Round	-	-	Any

You send a short message of twenty-five words or less to a target with which you are familiar. The target hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

Newtype Concealment

Use Time	Duration	Range	Atk/Save	Usage
Action	8 Hours	Touch	-	Personnel

For the duration, you hide a target that you touch from location. The target can be a willing person or a place or an object no larger than 10m in any dimension. The target can't be targeted by any means natural or supernatural.

Newtype Exertion (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	6	-	Personnel

Choose a willing target that you can see within range. Until the effect ends, the target's speed is doubled, it gains a +2 bonus to Evasion, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the effect ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Psychic Presence [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	6 [60] Cone	WIS	Any

You instill fear in the minds of every target in a 6 [60]m cone in front of you. Each target must make a Wisdom saving throw or become frightened. While frightened by this, a target must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the target ends its turn in a location where it doesn't have line of sight to you, it can make a Wisdom saving throw. On a successful save, the effect ends.

Psycho Drain

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	-	Attack	Personnel

Make a melee Newtype attack against a target within your reach. On a hit, the target takes 2d6 psychic damage, and you regain hit points equal to half the amount of damage dealt. Until the effect ends, you can make the attack again on each of your turns as an action. When used at 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Psychokinetic Shove

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	Self	DEX	Personnel

An energy blast forming a line 20m long and 1m wide blasts out from you in a direction you choose. Each target in the line must make a Dexterity saving throw, taking 4d6 force damage on a failed save, or half as much damage on a successful one. When used at 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Level 4 Talents

Adzam Leader [C] (Psycommu)

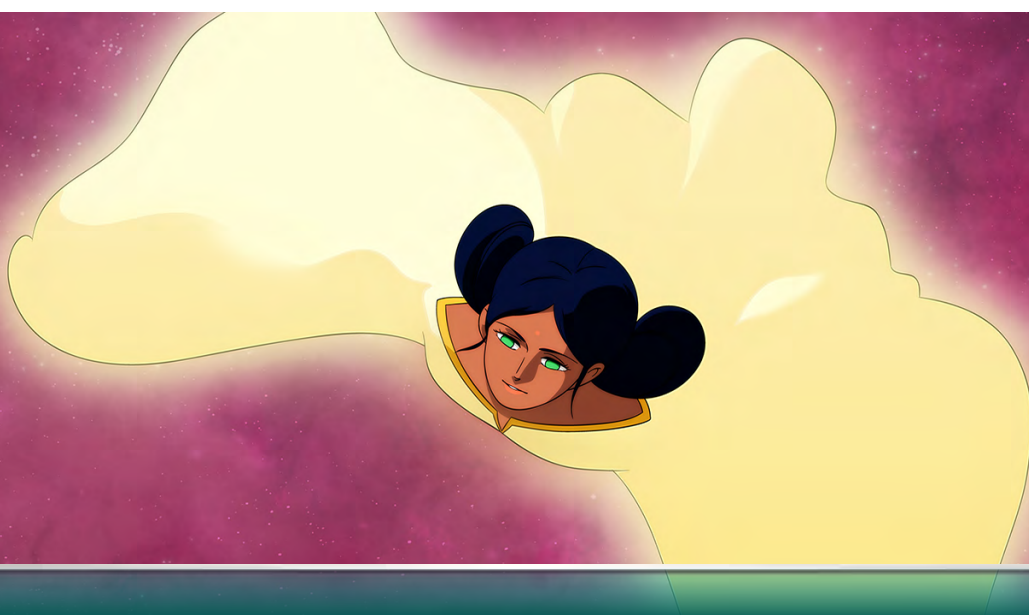
Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	180	DEX	Armored

An electrified cage fills a 40m square you can see within range. For the duration, the area is difficult terrain. When a target enters the affected area for the first time on a turn or starts its turn there, the target must succeed on a Dexterity saving throw or take 3d6 electric damage and be restrained until the effect ends. A target that starts its turn in the area and is already restrained takes 3d6 electric damage. A target restrained by the tentacles can use its action to make a CON or DEX check (its choice) against your Newtype save DC. On a success, it frees itself.

Dimension Shift

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	100	-	Personnel

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction. You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing target of your size or smaller who is carrying gear up to its carrying capacity. If you would arrive in a place already occupied, you and anyone traveling with you each take 4d6 damage, and you fail to teleport.



Funnel Barrage (C) (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	240	DEX	Armored

You create a wall of funnels crossfire. You can make the wall up to 120m long, 40m high, and 10m thick, or a ringed wall up to 40m in diameter, 40m high, and 10m thick. When the wall appears, each target within its area must make a Dexterity saving throw. On a failed save, a target takes 5d8 heat damage, or half as much damage on a successful save. One side of the wall, selected by you when you use this power, deals 5d8 heat damage to each target that ends its turn within 20m of that side or inside the wall. A target takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage. When used at 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

INCOM Storm (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	600	DEX	Armored

A hail of INCOM bits pound to the ground in a 40m radius, 80m high cylinder centered on a point within range. Each target in the cylinder must make a Dexterity saving throw. A target takes 4d8 bludgeoning damage and 4d6 explosive damage on a failed save, or half as much damage on a successful one. Debris turns the storm's area of effect into difficult terrain until the end of your next turn. When used at 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.



Newtype Confusion (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Round	18 [180] / 2 [20]	WIS	Any

You assault and twist targets' minds, spawning delusions and provoking uncontrolled action. Each target in a 20m radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw or be affected. An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

1d10 Effect

1	The target uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The target doesn't take an action this turn.
2-6	The target doesn't move or take actions this turn.
7-8	The target uses its action to make a melee attack against a randomly determined target within its reach. If there is no target within its reach, the target does nothing this turn.
9-10	The target can act and move normally.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target. When used at 5th level or higher, the radius of the sphere increases by 10m for each slot level above 4th.

Newtype Invisibility (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	Touch	-	Any

You or a target you touch becomes invisible until the effect ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

Newtype Sight (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	6 [60]	-	Any

You create an invisible, supernatural eye within range that hovers in the air for the duration. You mentally receive visual information from the eye, which has normal vision and darkvision out to 60m. The eye can look in every direction. As an action, you can move the eye up to 60m in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

Psychic Gravitational Collapse [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	24 [240]	WIS	Personnel

You bear down on the mind of an enemy. The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns before the effect ends, the target must succeed on a Wisdom saving throw or take 2d10 psychic damage. On a successful save, the effect ends. When used at 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

Psychoframe Form [Psychoframe]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	Self	-	Armored

Psychoframe crystals wreath your mobile weapon for the duration, shedding bright light in a 20m radius. You can end the effect early by using an action to dismiss it. They provide you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to heat damage. In addition, whenever a target within 10m of you hits you with a melee attack, the shield erupts. The attacker takes 2d8 heat damage from a warm shield, or 2d8 cold damage from a cold shield.

Level 5 Talents

Cosmic Wind

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	12 [120] Cone	CON	Personnel

A blast of cold air erupts from you. Each target in a 120m cone must make a Constitution saving throw. A target takes 4d8 cold damage on a failed save, or half as much damage on a successful one. When used at 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Hijack Mobile Suit [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	120	CON	Armored

You assume control over a single mobile weapon. You may issue a simple command to the mobile suit on your turn (no action required). If the mobile suit is currently piloted by a target that is hostile to you, the pilot may make a Constitution saving throw to resist your control. On a success you lose control of the mobile suit. You can use your action to take total and precise control of the target. Until the end of your next turn, the target takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the target to use a reaction, but this requires you to use your own reaction as well. At the end of any turn that the mobile suit performs an action, its pilot may make a Constitution saving throw, breaking your control on a success. When used at 6th-level, the duration is concentration, up to 10 minutes. When you use a 7th-level slot, the duration is concentration, up to 1 Hour. When you use a slot of 8th level or higher, the duration is concentration, up to 8 hours.

Minovsky Wall [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	12	-	Personnel

An invisible wall of particles springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 2m, or you can shape a flat surface made up of ten 2m by 2m panels. Each panel must be contiguous with another panel. In any form, the wall is 1 m thick. It lasts for the duration. If the wall cuts through a target's space when it appears, the target is pushed to one side of the wall (your choice which side).

Newtype Observation

Use Time	Duration	Range	Atk/Save	Usage
10 Minutes	10 Minutes	-	CHA	Any

You can see and hear a particular target you choose. The target must make a Charisma saving throw, which is modified by how well you know the target and the sort of physical connection you have to it.

Condition	Modifier
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	0
Familiar (you know the target well)	-5
You possess likeness or picture	-2
You possess a possession or garment	-4
You possess lock of hair, bit of nail, or the like	-10

On a successful save, the target isn't affected, and you can't use this effect against it again for 24 hours. On a failed save, you can observe the target for the duration. If the target has a Wisdom score of 13 or higher, they know they are being watched. Instead of targeting a person, you can choose a location you have seen before as the target.

Pillar of Funnel Blasts (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	12 [120] / 2 [20]	DEX	Armored

Each target in a 20m radius, 80m high point within range must make a Dexterity saving throw. A target takes 4d6 energy damage and 4d6 heat damage on a failed save, or half as much damage on a successful one. When used at 6th level or higher, the damage increases by 1d6 of either type (not both) for each slot level above 5th.

Psychic Bond

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	6 [60]	-	Any

You create a telepathic link between yourself and up to eight willing targets. Until the effect ends, the targets can communicate telepathically through the bond.

Psychic Mass Deception

Use Time	Duration	Range	Atk/Save	Usage
Action	8 Hours	6 [60]	CHA	Any

You change the appearance of any number of targets that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected. The effect disguises physical appearance as well as clothing, armor, weapons, and equipment, including mobile suits. You can make each target seem 1 foot shorter or taller and appear thin, fat, or in between. You must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The effect lasts for the duration, unless you use your action to dismiss it sooner. The changes fail to hold up to physical inspection. An enemy can use its action to inspect a target and make an Investigation check against your Newtype save DC. If it succeeds, it becomes aware that the target is disguised.



Psychic Memory Alteration [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	6	INT	Personnel

You attempt to reshape another's memories. One target that you can see must make an Intelligence saving throw. If you are fighting the target, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another effect, this charm ends, and none of the target's memories are modified. While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event. Its mind fills in any gaps in the details of your description. If the effect ends before you have finished describing the modified memories, the target's memory isn't altered. Otherwise, the modified memories take hold when the effect ends. A modified memory doesn't necessarily affect how a target behaves, particularly if the memory contradicts the target's natural inclinations, alignment, or beliefs. An illogical modified memory is dismissed, perhaps as a bad dream. The GM might deem a modified memory too nonsensical to affect a target in a significant manner. A Dispel Newtype Effect cast on the target restores the true memory. When used at 6th level or higher, you can alter the target's memories of an event that took place up to 7 days ago (6th level), 30 days ago (7th level), 1 year ago (8th level), or any time in the target's past (9th level).

Psychokinesis [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	12 [120]	-	Any

You gain the ability to move or manipulate objects by thought. When you use the power, and as your action each round for the duration, you can exert your will on one target or object that you can see within range. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the power. You can try to move a hostile target no larger than one size larger than yourself, or an object held by an unwilling target. Make an ability check with your Newtype ability contested by the target's Constitution check. If you win the contest, you move the target up to 60m in any direction, including upward but not beyond the range of this effect. Until the end of your next turn, the target is restrained in your teleforce grip. A target lifted upward is suspended in mid-air. On subsequent rounds, you can use your action to attempt to maintain your teleforce grip on the target by repeating the contest. You can try to move an object. If the object isn't being worn or carried, you automatically move it up to 60m in any direction, but not beyond the range of this effect.

Reflector Bit Barrage [Psycommu]

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	Self / 6 [60]	DEX	Armored

Each target you choose within 60 m of you must succeed on a Dexterity saving throw or take 5d6 energy damage, as well as 5d6 heat damage, and be knocked prone. A target that succeeds on its saving throw takes half as much damage and isn't knocked prone.

Level 6 Talents

Blade Funnel Barrier (C) (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	120	DEX	Armored

You create a vertical wall of whirling funnels within range for the duration. You can make a straight wall up to 200m long, 40m high, and 10m thick, or a ringed wall up to 120m in diameter, 40m high, and 10m thick. The wall provides three-quarters cover to targets behind it, and its space is difficult terrain. When a target enters the wall's area for the first time on a turn or starts its turn there, the target must make a Dexterity saving throw. On a failed save, the target takes 6d10 slashing damage. On a successful save, the target takes half as much damage.

Funnel Multi-Attack (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	300	DEX	Armored

You fire three funnels at a single target. They then leap from that target to as many as three other targets, each of which must be within 60m of the first target. A target can be an enemy or an object and can be targeted by only one of the funnels. A target must make a Dexterity saving throw. The target takes 10d8 energy damage on a failed save, or half as much damage on a successful one. When used at 7th level or higher, one additional funnel leaps from the first target to another target for each slot level above 6th.



Mass Hypnosis

Use Time	Duration	Range	Atk/Save	Usage
Action	24 Hours	12 [120]	INT	Any

You suggest a course of activity to up to twelve targets of your choice within range. Targets that can't be charmed are immune to this effect. Each target must make an Intelligence saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the effect ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special activity during the duration. If you or any of your companions damage a target affected, the effect ends for that target. When used at 7th-level, the duration is 10 days. When you use an 8th-level slot, the duration is 30 days. When you use a 9th-level slot, the duration is a year and a day.

Minovsky Dissolution

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	12	DEX	Personnel

A target of this power must make a Dexterity saving throw. On a failed save, the target takes 5d6 heat damage. The target is disintegrated if this damage leaves it with 0 hit points. A disintegrated target and everything it is wearing and carrying, are reduced to a pile of fine gray dust. Characters can be restored to life only by means of a Reality Shift. When used at 7th level or higher, the damage increases by 1d6 for each slot level above 6th.

Minovsky Sphere (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	Self / 2 [20]	-	Any

An immobile, faintly shimmering barrier springs into existence in a 2 [20]m radius around you and remains for the duration. Any power of 5th level or lower used from outside the barrier can't affect targets or objects within it, even if the power is used using a higher level slot. Such a power can target mobile suits and objects within the barrier, but the power has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such effects. When used at 7th level or higher, the barrier blocks powers of one level higher for each slot level above 6th.

Newtype Shine [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	12	CON/DEX	Personnel

You unleash a blast in a 1m wide, 12m line. Each target in the line must make a DEX or CON saving throw (their choice). On a failed save, a target takes 4d8 force damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this effect. You can create a new beam as your action on any turn until the effect ends.

Newtype Vision

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Touch / 24 [240]	-	Any

This power gives the willing target you touch the ability to see things as they actually are. For the duration, the target can see invisible objects and through illusions up to 24 [240]m.

Raise Mobile Suits

Use Time	Duration	Range	Atk/Save	Usage
1 Minute	Instant	2 [20]	-	Armored

Choose up to three disabled mobile suits (these mobile suits must not have a conscious pilot inside) that you assume mental control over. As a bonus action on each of your turns, you can mentally command any mobile suit you animated with this power if the mobile suit is within 240m of you (if you control multiples, you can command any or all of them at the same time, issuing the same command to each one). You decide what action it will take and where it will move during its next turn, or you can issue a general command. Once given an order, it continues to follow it until its task is complete. It is under your control for 24 hours, after which it falls disabled. When used at 7th-level, you can assert control over four MSs. At 8th-level, you can assert control over five MSs. At 9th-level, you can assert control over six MSs.

Reflector Bit Storm [Psycommu]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	300/120	CON	Armored

A maelstrom of reflector bit blasts out in a 120m radius sphere from a point within range. Each target in that area must make a Constitution saving throw. A target takes 8d6 energy damage on a failed save, or half as much damage on a successful one. When used at 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

Level 7 Talents

Call for Aid [C]

Use Time	Duration	Range	Atk/Save	Usage
1 Minute	1 Hour	18 [180]	-	Any

You reach out with your mind to call an ally of challenge rating 4 or lower, which appears in an unoccupied space that you can see within range. In Armored Combat the ally can pilot any mobile weapon Uncommon or lower rarity. The ally disappears when it drops to 0 hit points or when the talent ends. Roll initiative for the ally, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands, it defends itself from enemies but otherwise takes no actions. When used at 9th-level, you summon an ally of challenge rating 5 or lower, in a mobile weapon Rare or lower in Rarity.

Funnel Bash [C] [Psycommu]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	120	Attack	Armored

A single funnel/bit hovers within range. It lasts for the duration. When it appears, you make a melee attack against a target of your choice within 10m of the funnel. On a hit, the target takes 5d10 bludgeoning damage. Until the effect ends, you can use a bonus action on each of your turns to move the funnel up to 40m to a spot you can see and repeat this attack against the same target or a different one.

Funnel Storm (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	30 [300]	DEX	Armored

A maelstrom of funnels swarms a location you choose within range. The area of the storm consists of up to ten 20m cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each target in the area must make a Dexterity saving throw. It takes 7d10 energy damage on a failed save, or half as much damage on a successful one. The blasts damage objects in the area and ignite flammable objects that aren't being worn or carried.

Funnel Trap (C) (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	300/40	DEX	Armored

You send a funnel to a chosen point within range for the duration. When the effect ends, either because your concentration is broken or because you decide to end it, the funnel explodes and spreads around corners. Each target in a 40m radius sphere centered on that point must make a Dexterity saving throw. A target takes explosive damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one. The explosion's base damage is 12d6. If at the end of your turn the funnel has not yet detonated, the damage increases by 1d6. If the funnel is touched before the interval has expired, the target touching it must make a Dexterity saving throw. On a failed save, the effect ends immediately, causing the funnel to explode. On a successful save, the target can throw the funnel up to 80m. When it strikes a solid object, the effect ends, and the funnel explodes. The heat damages objects in the area and ignites flammable objects that aren't being worn or carried. When used at 8th level or higher, the base damage increases by 1d6 for each slot level above 7th.

Newtype Binding

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	20 [200]	CHA	Any

An immobile, invisible, cube-shaped prison composed of ultra dense Minovsky particles springs into existence around an area you choose within range. A prison in the shape of a box can be up to 2 [20]m on a side, creating a solid barrier that prevents any matter from passing through it and blocking any Newtype powers in or out from the area. When you use this power, any target that is completely inside the area is trapped. Targets only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area. A target inside the prison can't leave it by ordinary means. If the target tries to escape via a Newtype power, it must first make a Wisdom saving throw. On a success, the target can use that power. On a failure, the target can't exit and wastes the use of the effect. This effect can't be dispelled.

Newtype Transmission

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	2 [20]	-	Any

This power instantly transports you and up to eight willing targets of your choice that you can see within range, to a destination you select. The destination you choose must be known to you. Your familiarity with the destination determines whether you arrive there successfully. The GM rolls d100 and consults the table.

Familiarity	Mishap	Similar Area	Off Target	On Target
Associated object	-	-	-	01-100
Very familiar	01-05	06-13	14-24	25-100
Seen casually	01-33	34-43	44-53	54-100
Viewed once	01-43	44-53	54-73	74-100
Description	01-43	44-53	54-73	74-100
False destination	01-50	51-100	-	-

Psychic Ravage

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	12 [120]	WIS	Personnel

Intense mental pain afflicts one target you can see within range. If the target has 80 hit points or fewer, it is subject to crippling pain. Otherwise, the power has no effect on it. A target is also unaffected if it is immune to being charmed. While the target is affected by crippling pain, any speed it has can be no higher than 2m. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Wisdom saving throws. Finally, if the target tries to use a Newtype power, it must first succeed on a Wisdom saving throw, or the use fails and the power is wasted. A target suffering this pain can make a Wisdom saving throw at the end of each of its turns. On a successful save, the pain ends.

Ready Funnels (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Self	Attack	Armored

Seven funnels/bits orbit your mobile suit until the effect ends. You can use a bonus action to send one of the funnels to attack a target or object within 240m of you. When you do so, make a ranged attack. On a hit, the target takes 6d12 energy damage. Whether you hit or miss, the funnel is expended. The effect ends early if you expend the last funnel. When used at 8th level or higher, the number of funnels readied increases by two for each slot level above 7th.

Level 8 Talents

Minovsky Field [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Self / 2 [20]	-	Any

A 2 [20]m radius invisible sphere of dense Minovsky particles surrounds you. Within the sphere, powers can't be used, and Newtype effects are null. Until the effect ends, the sphere moves with you, centered on you. Newtype powers and effects are suppressed in the sphere and can't protrude into it. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Newtype Charm

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Self	-	Any

Until the effect ends, when you make a Charisma check, you can replace the number you roll with a 15. Additionally, no matter what you say, other characters will assume that you are being truthful.

Newtype Domination [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	12 [120]	CHA	Any

A single target you choose within range must succeed on an Intelligence saving throw or be charmed by you for the duration. If you or allies are fighting it, it has advantage on the saving throw. While the target is charmed, you have a telepathic link with it. You can use this telepathic link to issue commands which it does its best to obey (no action required). You can use your action to take total and precise control of the target. Until the end of your next turn, the target takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the target to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Intelligence saving throw against the power. If the saving throw succeeds, the effect ends. When used at 8th-level, the duration is concentration, up to 1 Hour. When you use at 9th level or higher, the duration is concentration, up to 8 hours.

Psychic Link [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	24 Hours	-	-	Any

You create a telepathic link between yourself and a willing target with which you are familiar. Until the effect ends, you and the target can instantaneously share words, images, sounds, and other sensory messages with one another through the link, and the target recognizes you.

Psychic Quake [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	100 [1000]	DEX	Any

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 200m circle centered on that point and shakes targets and structures in contact with the ground in that area. The ground in the area becomes difficult terrain. Each target on the ground that is concentrating must make a Constitution saving throw. On a failed save, the target's concentration is broken. At the end of each turn, each target on the ground in the area must make a Dexterity saving throw. On a failed save, the target is knocked prone. Fissures open throughout the effect's area at the start of your next turn after you use the power. A total of 1d6 such fissures open in locations chosen by the GM. Each is 1d10 × 20m deep, 20m wide, and extends from one edge of the effect's area to the opposite side. A target standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A target that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse. The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you use the power and at the start of each of your turns until the effect ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby targets. A target within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the target takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Dexterity check as an action to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the target takes half as much damage and doesn't fall prone or become buried.

Psychic Shell

Use Time	Duration	Range	Atk/Save	Usage
Action	24 Hours	Touch	-	Any

Until the effect ends, one willing target you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, and the charmed condition. The effect even foils Newtype Reality Shift or effects of similar power used to affect the target's mind or to gain information about the target.

Scirocco's Psychic Crush

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	30 [300]	INT	Any

You blast the mind of a target that you can see within range, attempting to shatter its intellect and personality. The target takes 6d6 psychic damage and must make an Intelligence saving throw. On a failed save, the target's Intelligence and Charisma scores become 1. The target cannot understand language, or communicate in any intelligible way. The target can, however, identify its friends, follow them, and even protect them with non-Newtype means. At the end of every 30 days, the target can repeat its saving throw. If it succeeds on its saving throw, the effect ends. The effect can also be ended by Psychic Healing, or Newtype Reality Shift.

Superheated Minovsky Cloud [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	30	DEX	Personnel

A wave of heated particles appears in a 4m radius sphere centered on a point within range. The cloud spreads around corners and is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed disperses it. When the cloud appears, each target in it must make a Dexterity saving throw. A target takes 4d8 heat damage on a failed save, or half as much damage on a successful one. A target must also make this saving throw when it enters the effect's area for the first time on a turn or ends its turn there. The cloud moves 2m directly away from you in a direction that you choose at the start of each of your turns.

Level 9 Talents

All-Range Barrage (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	180	DEX	Armored

Overcharged funnel blasts fire at four different points you can see within range. Each target in a 80m radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A target takes 20d6 energy damage and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A target in the area of more than one blast is affected only once. The effect damages objects in the area and ignites flammable objects that aren't being worn or carried.

Multiverse Shift (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	12 [120]	-	Any

You conjure a portal linking an unoccupied space you can see within range to a precise location on a different time/place. The portal is a circular opening, which you can make 10-40m in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration. The portal has a front and a back on each time/plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal. When you use this power, you can speak the name of a specific target (a pseudonym, title, or nickname doesn't work). If that target is on a timeline/plane other than the one you are on, the portal opens in the named target's immediate vicinity and draws the target through it to the nearest unoccupied space on your side of the portal. You gain no special power over the target.

Newtype Foreknowledge

Use Time	Duration	Range	Atk/Save	Usage
1 Minute	8 Hours	Touch	-	Any

You touch a willing target and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, enemies have disadvantage on attack rolls against the target for the duration. This effect immediately ends if you use it again before its duration ends.

Newtype Time Stop

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	Self	-	Any

You briefly stop the flow of time for everyone but yourself. No time passes for others, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal. This effect ends if one of the actions you use during this period, or any effects that you create during this period, affects a target other than you or an object being worn or carried by someone other than you. In addition, the effect ends if you move to a place more than 1,000m from the location where you use it.

Psychic Ruin

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	18 [180]	INT	Any

You unleash the power of your mind to blast the intellect of up to ten targets of your choice that you can see within range. Each target must make an Intelligence saving throw. On a failed save, a target takes 6d6 psychic damage and is stunned. On a successful save, a target takes half as much damage and isn't stunned. A stunned target can make an Intelligence saving throw at the end of each of its turns. On a successful save, the stunning effect ends.

Engineer Talents

At-Will Talents

Acid Splash

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	120	DEX	Armored

Select up to two targets within range that are 10m apart. You douse them with a corrosive solution. On a failed Dexterity Saving Throw, each target takes 4d6 acid damage. The damage increases by 1d6 die at 5th, 11th, and 17th level.

Aim Assist

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	6 [60]	Attack	Any

With the help of a targeting computer, you may make your next Ranged Attack with Advantage on one target within 6 [60] meters.

Electromagnetic Round

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Round	Self	Attack	Personnel

Make a ranged weapon attack against one target within your weapon's range. On a hit, the target suffers the attack's normal effects, and each Medium or smaller target within 2m of the target must succeed on a Strength saving throw or be pulled to the nearest unoccupied space adjacent to the target. The damage increases by 1d6 force at 5th, 11th, and 17th level.

Encrypted Message

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	24 [240]	Attack	Any

You send an encrypted message to a single target within range. They can send a single reply. No one can hear or understand the message but you.

I-Field Burst

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Round	Self	Attack	Any

A temporary shield pulse grants you Resistance to Energy, Force, and Heat damage for 1 round.

Arc Blast

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	6 [60]	DEX	Armored

Select up to two targets within range that are 10m apart. Each target makes a Dexterity saving throw. On a failed save, the target takes 4d6 electric damage. Units wielding beam weaponry have disadvantage on the saving throw. The damage increases by 1 die at 5th, 11th, and 17th level.

Light-Emitter

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Touch	Attack	Any

You attach a light-emitting device to an adjacent object that sheds 40m bright light and dim light for an additional 40m.

Localized EMP

Use Time	Duration	Range	Atk/Save	Usage
1 Minute	Instant	Self	Attack	Armored

Activate an EMP on yourself. All targets within 10m must make a Constitution save. On a failed save, each takes 6d6 electric damage. The damage increases by 1 die at 5th, 11th, and 17th level.

Mending

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Touch	Attack	Any

You repair an object that is damaged or broken as long as the damage is not larger than 100cm.

Minor Image

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	20 [200]	Attack	Any

You can create a minor sensory effect, toggle a light, clean an object, or chill/warm an object for up to an hour up to 20m away.

Mobile Lights (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	120	CON	Any

You deploy 4 remote drones emitting 2m dim light. As a bonus action you may move them up to 120m (each no more than 40m from another).

Nitrogen Canister

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	120	Attack	Armored

Make a ranged attack against a single target within range. On a hit, the target takes 3d8 cold damage and their speed is reduced by 20 m until the start of your next turn. The damage increases by 1 die at 5th, 11th, and 17th level.

Poison Spray

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	18	Attack	Personnel

Select one target within range. That target makes a Constitution saving throw. On a failed save, the target takes 1d12 poison damage. The damage increases by 1 die at 5th, 11th, and 17th level.

Rime Strike

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	18	Attack	Personnel

Make a melee weapon attack against one target. On a hit, the target suffers the attack's normal effects, and halves its movement speed until the start of your next turn. Additionally, if the target doesn't move at least 1 meter before the start of your next turn, it immediately takes 1d8 cold damage, and the effect ends.

Storming Shot

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	Touch	Attack	Armored

Make a ranged weapon attack against one target within your weapon's range. On a hit, the target suffers the attack's normal effects and becomes shocked until the end of your next turn. When this power hits a target, if there is another target within 60m who is shocked, an arc of lightning courses between the two, dealing 3d6 electric damage to each of them. The damage increases by 1 die at 5th, 11th, and 17th level.

Stun Gun

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	Touch	CON	Personnel

Make a melee attack against a single target. On a hit, the target takes 1d8 electric damage and can take no reactions this turn. The attack has advantage if the target is wearing body armor. The damage increases by 1 die at 5th, 11th, and 17th level.

Temporary Boost [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	12 [120]	Attack	Any

You repair an object that is damaged or broken as long as the damage is not larger than 1m.

Torch Emitter

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	Touch	Attack	Personnel

Activate a device in your hand that sheds bright light for 2m and a dim light for an additional 2m. On cast or using an action within its duration, you may attack a single target within range, which ends the effect. On a hit, the target takes 1d8 heat damage.

Level 1 Talents

Alarm

Use Time	Duration	Range	Atk/Save	Usage
Action	8 Hours	6 [60]	Attack	Any

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 4m cube. For the duration, an alarm alerts you whenever a Tiny or larger target touches or enters the area. When you use the talent, you can designate individuals that won't set off the alarm. You also choose whether the alarm is silent or audible. A silent alarm alerts you with a ping on your personal digital device if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

Analyze

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	Touch	Attack	Any

You learn all enhanced properties of an item (including charges, use, active effects) or all talents affecting a character or mobile weapon.



Combat Data [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	6 [60]	Attack	Any

You boost up to three allies of your choice within range. Whenever a target makes an attack roll or a saving throw before the power ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. When you use this talent with a slot of 3rd level or higher, you can target one additional target for every two slot levels above 1st. When you use this talent at 3rd, 6th, or 9th level, the die increases to d6, d8, and d10, respectively.

Defensive Protocol [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	6 [60]	DEX	Any

Up to three targets of your choice that you can see within range must make Dexterity saving throws. The first time each turn a target that fails this saving throw makes an attack roll or a saving throw before the power ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. When you use this talent with an engineer slot of 3rd level or higher, you can select one additional target.

Detect Enhancement [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	Self	Attack	Any

For the duration, you sense the presence of any enhancements within 6m of you. If you sense an enhancement in this way, you can use your action to see a thermal reading around any visible character or object in the area that bears an enhancement.

Diagnosis [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	Self	Attack	Personnel

For the duration, you can see the presence and location of poisons and diseases within 6m of you. You also identify the kind of poison or disease in each case.

Energy Shield

Use Time	Duration	Range	Atk/Save	Usage
Reaction	1 Round	Self	Attack	Any

When you are hit with an attack you can add 5 to your Evasion (including the triggering attack).

Expeditious Retreat [C]

Use Time	Duration	Range	Atk/Save	Usage
Bonus	10 Minutes	Self	Attack	Any

When you use this talent, and then as a bonus action on each of your turns until the power ends, you can take the Dash action.

Flamethrower Burst

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	Self	DEX	Armored

Each target in a 30m cone must make a Dexterity saving throw. Each target takes 3d10 heat damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried. When you use this talent using an engineer slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Gleaming Outline [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	12 [120]	DEX	Any

Each object in a 4 [40]m cube within range is outlined in light on sensory equipment. Any moving target in the area when the power is cast is also outlined in light if it fails a Dexterity saving throw. Any attack roll against an affected target or object has advantage if the attacker can see it, and the affected target or object cannot benefit from being invisible.

Image [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	12	Attack	Any

You create an illusory projection smaller than a 3m radius. You can use your action to move the image 12m.

Liquid Bandage

Use Time	Duration	Range	Atk/Save	Usage
Bonus	Instant	6	Attack	Personnel

A single target of your choice within range gains 1d4 + Intelligence modifier hit points. When used at higher levels, healing increases by 1d4 per higher level slot.

Nitrogen Grenade

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	12	Attack	Personnel

Make a ranged talent attack against a single target. On a hit, the target takes 1d10 force damage. Hit or miss, the shard then explodes. The target and each target within 1 meter of it must succeed on a Dexterity saving throw or take 2d6 cold damage. When cast at higher levels, this damage increases by 1d6 for every slot above 1st level.

Oil Slick

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	12 [120]	DEX	Any

You cover the ground in a 2 [20]m square within range in oil. For the duration, it is difficult terrain. When the oil appears, each target standing in its area must succeed on a Dexterity saving throw or fall prone. Any target that enters the area or ends its turn there must also succeed on a Dexterity saving throw. The oil is flammable. Any 1[10]m square of the oil exposed to fire burns away in one round. Each target who enters the fire or starts it turn there must make a Dexterity saving throw, taking 3d6 heat damage on a failed save, or half as much on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

Reactive Armor Layer

Use Time	Duration	Range	Atk/Save	Usage
Reaction	1 Round	Self	Attack	Armored

When successfully hit by an attack, you gain resistance on incoming damage type for 1 round. On your next melee attack you deal an additional 1d6 of the selected damage type.

Repair Mobile Weapon

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	Touch	Attack	Armored

Select an adjacent mobile weapon. That target restores 2d8 + your Intelligence modifier armor points. When used at higher levels, recovery increases by 1d8 per higher level slot.

Ring of Fire [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	Self	WIS	Armored

You ignite fire around you in a 30m radius that burns 20m high. targets who start their turn in the fire or pass through it on their turn take 4d6 heat damage. targets within the ring of fire who willingly try to move through the fire to escape must succeed on a Wisdom saving throw to do so. targets who are immune to fear or fire automatically succeed on this saving throw. When you use this talent using a slot of 2nd level or higher, the damage of the ring of fire increases by 1d6 for each slot level above 1st.

Sonic Wave Emitter

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	Self	DEX	Personnel

Each target in a 3m cube originating from you must make a Dexterity saving throw. On a failed save, a target takes 2d4 force damage and is pushed 2m away from you. On a successful save, the target takes half as much damage and isn't pushed. When you use this talent using an engineer slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 1st.

Sticky Pulse Grenade [C]

Use Time	Duration	Range	Atk/Save	Usage
Bonus	1 Minute	6	Attack	Armored

Make a ranged talent attack against a single target. On a hit, the target takes 3d8 electric damage, and on each of your turns for the duration, you can use a bonus action to deal 2d8 electric damage to the target automatically. The power ends if you use your bonus action to do anything else. The effect also ends if the target is ever outside the power's range or if it has total cover from you. When you use this talent using a slot of 2nd level or higher, the initial damage increases by 1d8 for each slot level above 1st.

Tactical Barrier [C]

Use Time	Duration	Range	Atk/Save	Usage
Bonus	10 Minutes	12 [120]	Attack	Any

You activate an emergency shield granted +2 Evasion to a single target you can see within range.

Target Lock

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	24	Attack	Personnel

You choose a target you can see within range and mark it as your quarry. Until the power ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, the target gains no benefit from one-quarter, half, and three-quarters cover against you, and if the target is invisible, you can see it as if it were visible. If the target drops to 0 hit points before this power ends, you can use a bonus action on a subsequent turn of yours to mark a new target. When you use this talent using a slot of 3rd or 4th level, you can maintain your concentration on the power for up to 8 hours. When you use an engineer slot of 5th level or higher, you can maintain your concentration on the power for up to 24 hours.

Tracer Bolt

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Round	240	Attack	Armored

A flash of light streaks toward a target of your choice within range. Make a ranged talent attack against the target. On a hit, the target takes 6d6 energy damage, and the next attack roll made against this target before the end of your next turn has advantage. When you use this talent using a tech slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.



Deploy Haro

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	2 [20]	Attack	Any

You send out a disposable Haro unit. Your Haro acts independently of you, but it always obeys your commands. In combat, it acts on your turn. While your Haro is within 20 [200] meters of you, you can communicate with it. Additionally, as an action, you can see through your Haro's vision and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the Haro has. During this time, you are deaf and blind with regard to your own senses. You can't maintain an interface between more than one Haro at a time. Finally, when you use a talent with a range of touch, your Haro can deliver the power as if it had cast it. Your Haro must be within 20 [200] meters of you, and it must use its reaction to deliver the power when you cast it. If the power requires an attack roll, you use your attack modifier for the roll. When you cast this power using a tech slot of 3rd level or higher, you can maintain a link with one more Haro for every two slot levels above 1st. Multiple Haros act on the same initiative. You can only see through one Haro's vision at a time, but you can toggle between Haros as a bonus action. Each Haro must still be within 20 [200] meters of you.

Tranquilizer

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	18	Attack	Personnel

You shoot a tranquilizing dart that knocks a target unconscious. Roll 4d8; if the target's remaining hit points are less than the total, the target falls unconscious until the power ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. When you use this talent using a slot of 2nd level or higher, you can select an additional target for each slot level above 1st. For each target, roll 4d8 separately.

Trap Shield

Use Time	Duration	Range	Atk/Save	Usage
Reaction	Instant	12	DEX	Personnel

You expel a sabotage charge at the target that attacked you from within range. The target must make a Dexterity saving throw. It takes 2d10 heat damage on a failed save, or half as much damage on a successful one. When cast at higher levels this damage increases by 1d10 for each slot above 1st level.

Level 2 Talents

Acid Round

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	18	Attack	Personnel

Make a ranged attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the dart splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn. When you use this talent using a slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.

Antiviral Treatment

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Touch	Attack	Personnel

You neutralize the poison or disease afflicting one target you can touch. If more than one poison or disease afflicts the target, you neutralize one poison or disease that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned or diseased, and it has resistance to poison damage.

Charge E-CAP [C]

Use Time	Duration	Range	Atk/Save	Usage
Bonus	1 Minute	Touch	Attack	Armored

Select one beam type weapon you can touch. For the duration, the weapon consumes no ammunition, future bonus actions grant you 1 attack with targeted weapon.

Concealment [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Self	Attack	Any

You dampen sound and light and dull the scent from targets in your vicinity. For the duration, each target you choose within 6 [60]m of you has a +10 bonus to checks and can't be tracked except by enhanced means while within this radius. You can choose yourself as well. A target that receives this bonus leaves behind no traces of its passage.

Detect Invisibility

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Self	Attack	Any

For the duration, you see invisible objects as if they were visible.

Detect Traps

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	Self	Attack	Any

You sense the presence, general location, and nature of any trap within 24 [240] of you that is within line of sight. A trap, for this power, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended by its creator. While the power is active, you have advantage on Wisdom (Perception) and Intelligence (Investigation) checks to find any traps that are within line of sight.

Freezing Burst

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	180	DEX	Armored

An explosion of liquid nitrogen erupts from a point you choose within range. Each target in a 10m radius sphere centered on that point must make a Dexterity saving throw. On a failed save, a target takes 6d6 cold damage, and can only move half of its movement speed until the start of your next turn. On a successful save, a target takes half as much damage and isn't slowed. When you use this talent using a slot of 3rd level or higher, the damage increases by 2d6 for each slot level above 2nd.

Infiltrate [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Touch	Attack	Any

One target you can touch gains Invisibility, which ends if the target makes an attack or uses a talent.



Inflatable Decoy

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	Self	Attack	Any

You launch three inflatable decoys. Until the power ends, the decoys move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory decoys. Each time an enemy targets you with an attack during the power's duration, roll a d20 to determine whether the attack instead targets one of your decoys. If you have three decoys, you must roll a 6 or higher to change the attack's target to a decoy. With two decoys, you must roll an 8 or higher. With one decoy, you must roll an 11 or higher. A decoy's Evasion equals 10 + your Dexterity modifier. If an attack hits a decoy, the decoy is destroyed. A decoy can be destroyed only by an attack that hits it. It ignores all other damage and effects. The power ends when all three decoys are destroyed. A target is unaffected by this power if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Lock

Use Time	Duration	Range	Atk/Save	Usage
Action	Until Dispelled	Touch	Attack	Any

Select a door, container, or hatch of some kind, and it becomes locked for the duration. You and the targets you designate when you use this talent can open the object normally. You can also set a password that, when spoken within 1 m of the object, suppresses this power for 1 minute. Otherwise, it is impassable until it is broken or the power is dispelled or suppressed. Casting release on the object suppresses lock for 10 minutes. While affected by this power, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10.



Overheat [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	120	CON	Armored

Choose an object, such as a weapon or shield, that you can see within range. You cause the object to glow red-hot. Any target in physical contact with the object takes 3d8 heat damage when you use the talent. Until the power ends, you can use a bonus action on each of your subsequent turns to cause this damage again. If an object is held, worn, or integrated, and a target takes the damage from it, the target must succeed on a Constitution saving throw or drop the object if it can. If it doesn't or can't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn. When you use this talent using a slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Paralyze Humanoid [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	12	CON	Personnel

You fire a paralyzing dart at a humanoid that you can see within range. The target must succeed on a Constitution saving throw or be poisoned for the duration. While poisoned in this way, the target is paralyzed. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the power ends on the target.

Pyrotechnics

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	12 [120]	CON	Any

Choose an area of flame that you can see and that fits within a 1 [10]m cube within range. You can extinguish the fire in that area, and you create either fireworks or smoke when you do so. Fireworks: The target explodes with a dazzling display of colors. Each target within 2 [20]m of the target must succeed on a Constitution saving throw or become blinded until the end of your next turn. Smoke: Thick black smoke spreads out from the target in a 4 [40]m radius, moving around corners. The area of the smoke is heavily obscured. The smoke persists for 1 minute or until a strong wind disperses it.

Recorded Message

Use Time	Duration	Range	Atk/Save	Usage
1 Minute	Until Dispellled	6	Attack	Any

You plant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another target. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the power to deliver your message. When that circumstance occurs, the message is recited in your voice and at the same volume you spoke. When you use this talent, you can have the power end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs. The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 6m of the object.

Reinforced Ablative Armor

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	Touch	-	Armored

A mobile weapon you touch gains 20 temporary hit points. While it has these hit points, it can add 1d4 to its saving throws. Any remaining temporary hit points are lost when the power ends.

Scorching Ray

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	24	Attack	Personnel

You shoot three heated bolts at targets within range. You can select one target or several. Make a ranged tech attack for each bolt. On a hit, the target takes 1d4 heat damage. When using this talent using a slot of 3rd level or higher, you create one additional bolt for each slot level above 2nd.

Sealant Spray (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	120	DEX	Armored

You spray flammable sealant at a point within range. The foam fills a 40m cube from that point for the duration. The foam is difficult terrain and lightly obscures their area. If the foam isn't anchored between two solid masses (such as walls) or layered across a floor, wall, or ceiling, the foam collapses on itself, and the power ends at the start of your next turn. Sealant layered over a flat surface has a depth of 10m. Each target that starts its turn in the foam or that enters it during its turn must make a Dexterity saving throw. On a failed save, the target is restrained as long as it remains in the foam or until it breaks free. A target restrained by the foam can use its action to make a Strength check against your tech save DC. If it succeeds, it is no longer restrained. The foam is flammable. Any 10m cube of electromesh exposed to fire burns away in 1 round, dealing 6d8 heat damage to any target that starts its turn in the fire.

Shared Shielding

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Touch	Attack	Any

Select a willing target you can touch. While the target is within 12 [120]m of you, it gains a +1 bonus to Evasion and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage. The power ends if you drop to 0 hit points or armor points or if you and the target become separated by more than 12 [120]m. It also ends if the talent is cast again on either of the connected targets. You can also dismiss the power as an action.



Shatter

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	12	CON	Personnel

A painfully intense sound erupts from a point of your choice within range. Each target in a 2m radius sphere centered on that point must make a Constitution saving throw. A target takes 2d8 force damage on a failed save, or half as much damage on a successful one. An unenhanced object that isn't being worn or carried also takes the damage if it's in the power's area. When you use this talent using a tech slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Short Circuit [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	120	CON	Armored

You fire an override switch at a mobile weapon in range. The target must succeed on a Constitution saving throw or malfunction and become paralyzed for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the power ends on the target. When you use this talent using a tech slot of 3rd level or higher, you can select an additional target for each slot level above 2nd. The targets must be within 60 meters of each other when you target them.

Thermal Imaging

Use Time	Duration	Range	Atk/Save	Usage
Action	8 Hours	Touch	Attack	Any

You grant a willing target the ability to see in the dark. For the duration, that target can see in the dark out to a range of 12 [120]m.

Translocate

Use Time	Duration	Range	Atk/Save	Usage
Bonus	Instant	6	Attack	Personnel

Your form shimmers and then collapses. You teleport up to 6m to an unoccupied space that you can see.

Unlock

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	12 [120]	Attack	Any

A target you choose that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked. If you choose a target that is held shut with lock, that power is suppressed for 10 minutes, during which time the target can be opened and shut normally.

Level 3 Talents

Disable Device

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	24 [240]	Attack	Any

Choose one target, object, or talent effect (including Newtype Power) within range. Any talent of 3rd level or lower on the target ends. For each talent of 4th level or higher on the target, make an ability check using your Intelligence modifier. The DC equals 10 + the power's level. On a success, the power ends. When you use this talent using a talent slot of 4th level or higher, you automatically end the effects of a talent on the target if the power's level is equal to or less than the level of the talent slot you used.

Disruption Field [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	180	CON	Armored

You create a 40m radius pulse sphere centered on a point. It lingers for the duration. Each mobile weapon completely in the sphere at the start of its turn must make a Constitution save against malfunctioning. On a failure, the mobile weapon does nothing that turn.

Emergency Treatment Protocol

Use Time	Duration	Range	Atk/Save	Usage
Bonus	Instant	12	Attack	Personnel

Up to six targets of your choice that you can see within range regain hit points equal to 1d4 + your Intelligence modifier. When you cast this talent using a slot of 4th level or higher, the healing increases by 1d4 for each slot level above 3rd.

Enhance Weapon [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Touch	Attack	Any

Choose one of these damage types: acid, cold, energy, heat, electric, or force. For the duration, an unenhanced weapon you can touch has a +1 to attack rolls and deals an extra damage die of the chosen type. When you use this talent using a 5th level slot, the bonus to attack rolls increases to +2 and the extra damage increases to two extra dice.

Extended Release Painkillers [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	Self	Attack	Personnel

Until the effect ends, you can use a bonus action to cause one target within 6m to regain 2d6 hit points.

Illumination [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	12	Attack	Personnel

Everything in 12 radius is bright light and additional 12 dim light, dispels darkness.

Improved Imaging Software [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	24	Attack	Personnel

You create an image no larger than a 4m cube. It appears at a spot you can see and lasts for the duration. It seems completely real, sounds and other sensory effects included. You can't create a sensory effect strong enough to cause damage or a condition. As long as you are within range of the illusion, you can use your action to make the image move to any other spot within range. As the image changes location, you can alter it so that its movements appear natural for the image. Physical interaction with the image reveals it as an illusion. A target can use its action to determine that it's an illusion with a successful Investigation check. If a target learns it's an illusion, it can see through the image, and the other sensory qualities become faint to it.

Incendiary Rounds [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Touch	Attack	Armored

You create incendiary rounds for a ranged weapon you are wielding. When a target takes damage from the chosen weapon, the target takes an extra 3d6 heat damage. The power ends when twelve shots have been fired. When you use this talent using a talent slot of 4th level or higher, the number of shots you can take with this power increases by two for each slot level above 3rd.

Laser Communication

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Round	Unlimited	Attack	Any

You send a short message of twenty-five words or less to a target with which you are familiar that possesses a commlink. The target hears the message, recognizes you as the sender if it knows you, and can answer in a like manner immediately. You can send the message across any distance and even to other planets, but if the target is on a different colony, or one of you is on Earth or the moon, there is a 5 percent chance that the message doesn't arrive.

Minovsky Density [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	2	Attack	Personnel

Up to four targets of your choice become undetectable to electronic sensors and cameras. Anything the target is wearing or carrying is also undetectable, so long as it's on the target's person. The target is still visible to regular vision.

Psycommu Override

Use Time	Duration	Range	Atk/Save	Usage
Reaction	Instant	12 [120]	Attack	Any

You attempt to interrupt a target in the process of using a talent (including Newtype powers). If the target is casting a power of 3rd level or lower, its power fails and has no effect. If it is casting a power of 4th level or higher, make an ability check using your Intelligence modifier. The DC equals 10 + the power's level. On a success, the target's power fails and has no effect. When you use this talent using a talent slot of 4th level or higher, the interrupted power has no effect if its level is less than or equal to the level of the talent slot you used.

Remote Mine

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	300	DEX	Armored

You detonate a mine at a point within range. Each target in a 40m radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 heat damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried. When you use this talent using a talent slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Sabotage Charges [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	Self	DEX	Armored

You create six tiny sabotage charges that last for the power's duration. When you use the talent, and as a bonus action on subsequent turns, you can hurl up to two of the charges to points you choose within 240m. Each charge explodes if it reaches the point or hits a solid surface. Each target within 10m of the explosion must make a Dexterity save. The explosion deals 6d6 heat damage on a failure, or half damage on a success. The number of charges created increases by two for each slot level above 3rd.

Single-Use I-Field [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Touch	Attack	Any

For the duration, a willing target you touch has resistance to one damage type of your choice: acid, cold, heat, electric, or force.



System Lock [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	60	DEX	Armored

Choose up to six targets of your choice in a 80m cube within range. Each target must succeed on a Dexterity saving throw or be affected by this power for the duration. An affected target can only move up to half of its movement speed, it takes a -2 penalty to Evasion and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the target's abilities or items, it can't make more than one melee or ranged attack during its turn. If the target attempts to use a talent with a casting time of 1 action, roll a d20. On an 11 or higher, the power doesn't take effect until the target's next turn, and the target must use its action on that turn to complete the power. If it can't, the power is wasted. A target affected by this power makes another Dexterity saving throw at the end of its turn. On a successful save, the effect ends for it.

Tactical Advantage [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	6 [60]	Attack	Any

Choose a willing target that you can see within range. Until the power ends, the target's speed is doubled, it gains a +2 bonus to Evasion, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the power ends, the target can't move or take actions until after its next turn.

Level 4 Talents

Active Cloak [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	Touch	Attack	Any

Select one target you can touch. That target becomes invisible for the duration. This effect ends if the target makes an attack or uses a talent.

Ballistic Shield [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Self	Attack	Any

Until the power ends, you have resistance to ballistic, energy, and explosive damage.

Corrosive Burst

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	300	DEX	Armored

You launch an acid canister at a point within range, where it explodes in a 40m radius sphere. Each target in that area must make a Dexterity saving throw. On a failed save, a target takes 10d6 acid damage and another 5d6 acid damage at the end of its next turn. On a successful save, a target takes half the initial damage and no damage at the end of its next turn. When you use this talent using a talent slot of 5th level, the initial damage increases by 2d6.

Exploit Weakness [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	180	CON	Armored

Select one target in range. It loses resistance to 1 damage type (acid/cold/heat/energy/force), when the target takes that type add 3d6 of that type then effect ends.

Greased Joints

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Touch	Attack	Any

Select one target you can touch. For the duration, it cannot be paralyzed or restrained, it's speed is unaffected by terrain or powers, and can automatically escape restraints/grapple.

Low Dose Stimulant [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	8 Hours	Touch	Attack	Personnel

Select one target you can touch. The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the power ends. If the power is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the power ends.

Nitrogen Blast

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	24	DEX	Personnel

You detonate a cold bomb in a 4m radius, 8m high cylinder centered on a point within range. Each target in the cylinder must make a Dexterity saving throw. A target takes 1d8 force damage and 3d6 cold damage on a failed save, or half as much damage on a successful one. The storm's area of effect becomes difficult terrain until the end of your next turn. When you use this talent using a slot of 5th level or higher, the force damage increases by 1d8 for each slot level above 4th.

Salvo

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	240	DEX	Armored

You launch three projectiles at points you can see within range. Each target within a 20m radius sphere of each point must make a Dexterity saving throw. A target takes 4d6 fire and 4d6 force damage on a failed save, or half as much damage on a successful one. A target in the area of more than one sphere is affected only once. The power damages objects in the area and ignites flammable objects that aren't being worn or carried.

Sensor Probe [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	6 [60]	Attack	Any

You craft a small drone that you can see through with night vision. You can move the probe 10m as an action.

Synchronicity [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Touch	Attack	Any

One target you touch can't have it's speed reduced, and mundane delays are avoided. Attacks of Opportunity versus target are made at disadvantage, it has advantage on stealth as well as checks to drive a vehicle.

Level 5 Talents

Afterimage [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	Self	CHA	Any

Your form shimmers in a holographic configuration, and then collapses. You teleport up to 12m to an unoccupied space that you can see. On each of your turns before the power ends, you can use a bonus action to teleport in this way again.

G3 Gas Cloud

Use Time	Duration	Range	Atk/Save	Usage
Bonus	10 Minutes	Self	Attack	Personnel

For 10 Minutes, each target in a 4 meter radius takes 5d8 poison damage at the start of their turn. The area is heavily obscured and moves 2 meters at the start of each your turns.

Immolate [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	18	Attack	Personnel

Flames wreath one target you can see within range. The target must make a Dexterity saving throw. It takes 5d6 heat damage on a failed save, or half as much damage on a successful one. On a failed save, the target also burns for the power's duration. The burning target sheds bright light in a 6m radius and dim light for an additional 6m. At the end of each of its turns, the target repeats the saving throw. It takes 2d6 heat damage on a failed save, and the power ends on a successful one. These enhanced flames can't be extinguished by unenhanced means. If damage from this power reduces a target to 0, the target is turned to ash.



Mass Disguise

Use Time	Duration	Range	Atk/Save	Usage
Action	8 hours	18	DEX	Any

Your imaging equipment disguises any number of targets' physical appearance as well as clothing, armor, weapons, and equipment. You can make each target seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type. Otherwise, the extent of the illusion is up to you. The power lasts for the duration, unless you use your action to dismiss it sooner. The changes wrought by this power fail to hold up to physical inspection. For example, if you use this power to add a hat to a target's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the target's head and hair. If you use this power to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. A target can use its action to inspect a target and make an Intelligence (Investigation) check against your talent save DC. If it succeeds, it becomes aware that the target is disguised.

Mass Repair

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	Self	Attack	Armored

Select up to 6 allied targets within 120 meters. Each regains 3d8 + Intelligence Modifier Armor Points.

Mislead [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	18	CON	Any

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or use a talent. You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose. You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Nitrogen Spray

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	120	CON	Armored

Each target in a 120m cone must make a Constitution saving throw. On a failed save, a target takes 8d8 cold damage, and its movement is halved until the start of your next turn. On a successful save, a target takes half as much damage and isn't slowed. A target killed by this power becomes frozen in ice.

Paralyze Target [C]

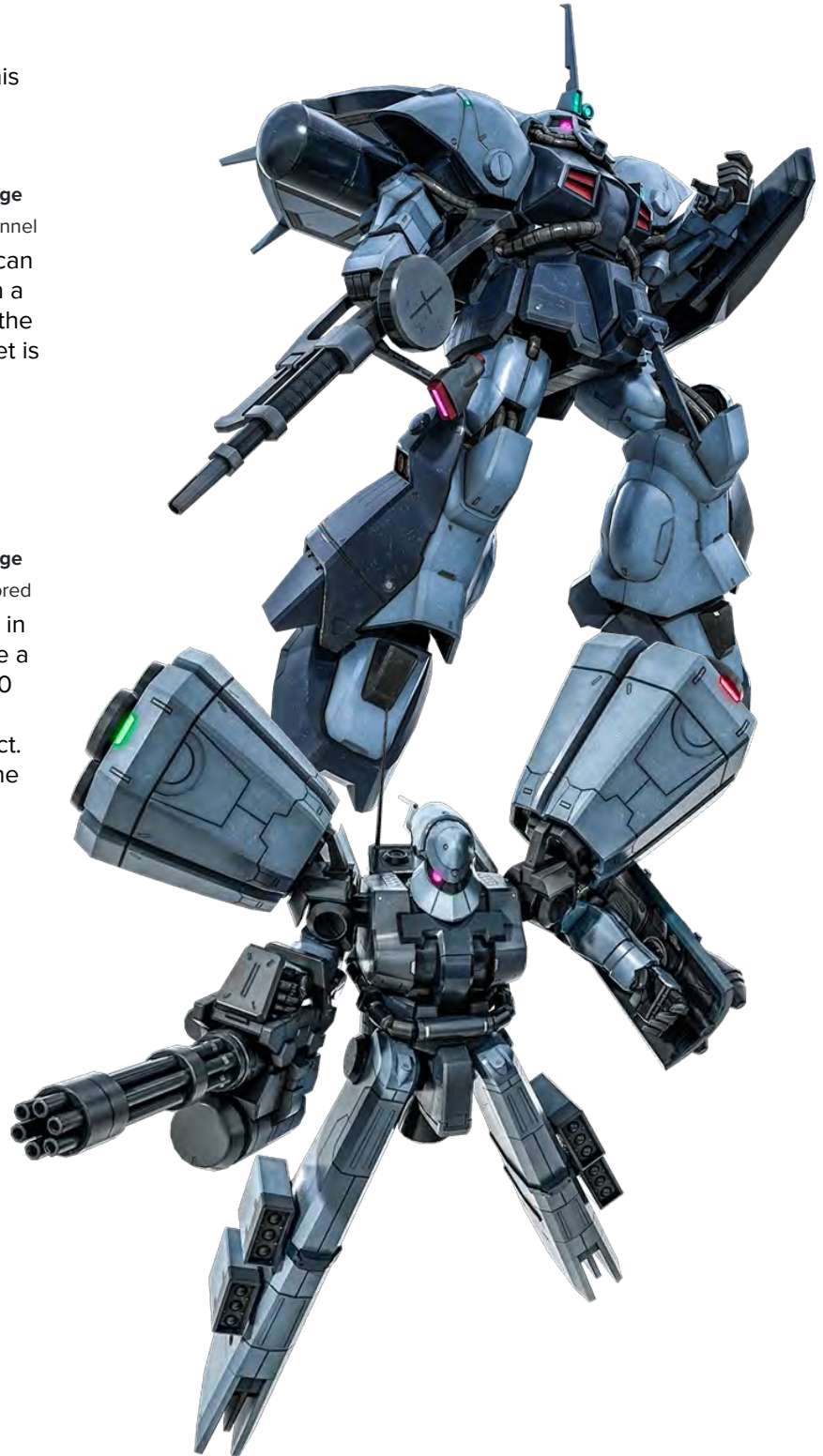
Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	24	INT	Personnel

You fire a paralyzing dart at a target that you can see within range. The target must succeed on a Constitution saving throw or be poisoned for the duration. While poisoned in this way, the target is paralyzed. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the power ends on the target.

Shutdown [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	120	CON	Armored

You fire a concentrated EMP centered on you in a 120m radius. All mobile weapons must make a Constitution saving throw or be disabled for 10 minutes. At the end of each turn targets may attempt another saving throw to end this effect. The saving throw is made with advantage if the target has taken any damage this round.



Newtype Talents

At-Will Talents

Basic All-Range Attack (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	120	DEX	Armored

Using psycommu to control a funnel or bit weapon, you fire a single beam at a target within range. The target must succeed on a Dexterity saving throw or suffer 3d10 Energy damage. This power's damage increases by 1d10 at 5th, 11th, and 17th level.

Bio-Sensor Barrier

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Round	Self	-	Any

A thin pink energy veil envelops your mobile suit, granting you resistance to bludgeoning, piercing, and slashing damage for the duration.

Friends (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	6 [60]	-	Any

You reach into the mind of a non-hostile person and soften their disposition toward you, granting you Advantage on any skill checks that rely on the Charisma ability score. When the effect ends, the target will realize you have meddled with their mind.

Minor Repair

Use Time	Duration	Range	Atk/Save	Usage
1 Minute	1 Round	Touch	-	Any

You reach into the past, restoring a damaged item to a previous state, repairing a single tear, two halves of a broken object, a broken chain link, or similar damaged item. This ability may not be used to repair mobile suits or mobile armors, but can repair weapons.

Minovsky Particle Lights (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	24 [240]	-	Any

You manipulate energy particles into clouds of light-emitting spheres that each illuminate a 2 [20]m radius. On each of your turns, you may take a bonus action to move these spheres up to 12 [120]m.

Newtype Boon

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	Touch	-	Any

You touch a willing target. Once before the effect ends, they may roll 1d4 and add the result to a saving throw of their choice.

Newtype Glow

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Touch	DEX	Any

You touch an object no larger than 2 meters. For 1 Hour the object glows with a bright light of any color in a 4 [40]m radius, and dim light in an additional 4 [40]m radius. The object can be obscured by opaque covering to stifle the light. If you target an object held or worn, the character holding it may make a DEX saving throw to avoid the effect. You may dismiss the light with an action.

Newtype Hand

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	6 [60]	-	Any

You bind minovsky particles into the form of a hand. The hand vanishes if it is ever more than 60m away from you. On your turn, you may use your action to control the hand, moving it up to 60m and giving it a single task such as opening a door or retrieving an object. The hand cannot attack, nor move an object that weighs more than 10lbs.

Newtype Illusion

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	6 [60]	-	Any

You manifest a hallucinatory image or sound within 6 [60]m. It can be no larger than 10m and cannot be physically interacted with, or else be revealed as an illusion. Any character investigating the sound or image must make an Investigation check against your Newtype Power save DC to determine if it is real. You may dismiss the illusion with an action.

Newtype Perception

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Round	6 [60]	-	Any

Select a target within range. Your Newtype intuition grants you insight on their defenses. You have Advantage on your next attack against that target.

Prestidigitation

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	2 [20]	-	Any

A minor illusory trick intended to train Newtypes in the use of their powers. You may use this power to generate minor light effects, teleforce feats, and minor illusions that cannot deceive or deal damage.

Psychic Message

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Round	24 [240]	-	Any

You reach into the mind of a target within 24 [240] meters. You may speak one message or phrase to them that only they can hear. They can reply in a single message or phrase that only you can hear.

Psychic Touch

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	Touch	Attack	Personnel

Make a melee Newtype attack on a single target. On a hit the target suffers 1d8 Psychic damage. This power's damage increases by 1d8 at 5th, 11th, and 17th level.

Single All-Range Attack

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	120	DEX	Armored

Using psycommu to control a funnel or bit weapon, you fire a single beam at a target within range. The target must succeed on a Dexterity saving throw or suffer 4d8 Energy damage. The target gains no benefit from cover on this save. This power's damage increases by 1d8 at 5th, 11th, and 17th level.

Level 1 Talents

BioSensor Weapon (C)

Use Time	Duration	Range	Atk/Save	Usage
Bonus	1 Minute	Self	-	Armored

Until the effect ends, your weapon attacks deal an extra 2d4 heat damage on a hit.

Detect Newtypes (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	6 [60]	-	Any

For the duration, you sense the presence of Newtypes or psycommu devices within 60 m of you.

Empathic Charm

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	6 [60]	INT	Any

A character you target must make an Intelligence saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the effect ends or until you or your companions do anything harmful to it. The charmed character regards you as a friendly acquaintance. When the effect ends, the target knows it was charmed by you. When used at higher levels, you can target one additional character for each slot level above 1st.

Fin Funnel Barrier (C) (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Bonus	10 Minutes	120	-	Armored

You surround an ally within 120m with a fin funnel shield, granting it a +2 bonus to evasion rate for the 10 minutes.

Fin Funnel Shield (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Reaction	1 Round	Self	-	Armored

When you are hit by an attack, you quickly summon a fin funnel pyramid shield. Until the start of your next turn, you have a +5 bonus to evasion rate, including against the triggering attack, and you take no damage from All Range Attack.

Funnel Flash (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Round	24 [240]	Attack	Armored

You make an overcharged ranged funnel attack on a single target within range. On a hit, the target suffers 4d6 energy damage. The bright light grants advantage on the next attack performed against the target until the end of your next turn. When used at higher levels, the damage increases by 1d6 for each slot level above 1st.

Identify Psycommu Device

Use Time	Duration	Range	Atk/Save	Usage
1 Minute	Instant	Touch	-	Any

By closely examining a psycommu or enhanced device or weapon, you discern its name, effects, and details.

Lock-On Funnel (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	6 [60]	Attack	Armored

You focus on one target. Make a ranged Newtype attack against that target. On a hit, the target takes 2d10 Energy damage, and on each of your turns for the duration, you can use your action to deal 2d10 energy damage to the target automatically. The lock-on ends if you use your action to do anything else. The lock-on also ends if the target is ever outside the effect's range or if it has total cover from you. When used at , the initial damage increases by 1d10 for each slot level above 1st.

Minovsky Burst

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	Touch	CON	Personnel

A wave of Minovsky particles blasts out from you. Each target in a 3m radius originating from you must make a Constitution saving throw. On a failed save, a target takes 2d8 force damage and is pushed 20m away from you. On a successful save, the target takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 2m away. When used at higher, the damage increases by 1d8 for each slot level above 1st.

Minovsky Cloud (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	24 [240] / 4 [40]	-	Any

A 4 [40]m-radius sphere of minovsky particles centered on a point within range suddenly gets dense. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind disperses it. When used at higher levels, the radius of the cloud increases by 4 [40]m for each slot level above 1st.



Newtype Aura

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Round	3	-	Personnel

Roll 6d10; the total is how many hit points of characters this power can affect. Characters in a 30m cone originating from you are affected in ascending order of their current hit points. Starting with the lowest current hit points, each character affected by this power is blinded until the end of your next turn. Subtract each character's hit points from the total before moving on to the next lowest hit points. When used at 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

Newtype Boon

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	6 [60]	CHA	Any

Up to three allies within your range receive your the benefit of your Newtype inspiration. Whenever a target makes an attack roll or a saving throw before the effect ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. When used at higher levels, you may select an additional target for each power slot above 1st.

Newtype Detection

Use Time	Duration	Range	Atk/Save	Usage
1 Minute	8 Hours	3 [30]	-	Any

You emit a psychic field to detect unwanted intrusion. You may select a door, window or 3 [30]m area and for the duration of the field, whenever a person or mobile suit enters the field you are psychically alerted, awakened if you are asleep. You may designate characters/mobile suits that do not alert you.

Newtype Illumination (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	6 [60] / 4 [40]	DEX	Any

Every character and object in a 4 [40]m area up to 6 [60]m within your line of sight is illuminated if they fail a Dexterity saving throw. Attacks against these targets have Advantage to hit and cannot become invisible or hide for the duration.

Newtype Mirage [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	12 [120]	-	Any

You create a hallucinatory image within range. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects. You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. A character that uses its action to examine the image can determine that it is an illusion with a successful Investigation check.

Newtype Resistance [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	Touch	-	Any

A willing target you touch is protected from Newtypes and Cyber-Newtypes. Both have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by a Newtype effect, the target has advantage on any new saving throw against the relevant effect.

Psychic Disguise

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Self	-	Personnel

For the duration, you can appear as anyone you wish. To perceive through your disguise, targets must pass an Investigation check against your Newtype power DC.

Psychic Healing

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Round	Touch	-	Personnel

A target you touch regains a number of hit points equal to 1d8 + your Newtype ability modifier. When you use this power at higher levels, the healing increases by 1d8 for each slot level above 1st.

Psychic Tranquilization

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	18 [180]	INT	Any

You reach out with your mind to subdue all targets within a 4 [40]m radius up to 18 [180]m away. All targets in that range make a Wisdom saving throw. On a failed save, each target falls unconscious for 1 minute unless a character takes an action to wake them up. At the end of each turn, unconscious characters may attempt a Wisdom saving throw to wake up. This save is made at advantage if they have taken damage during the round.

Psychic Ward

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	6 [60]	INT	Any

You ward an ally within range against attack. Until the effect ends, any enemy who targets the ally with an attack or a harmful power must first make an Intelligence saving throw. On a failed save, the enemy must choose a new target. This ward doesn't protect the ally from area effects, such as an explosion. If the ally makes an attack, uses a power that affects an enemy, or deals damage, this effect ends.

Psychic Word

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Round	12 [120]	INT	Any

You speak a one-word command to a character you can see within range. The target must succeed on an Intelligence saving throw or follow the command on its next turn. The command cannot influence a person to act in a manner against their own self-interest. When you use this talent at higher levels, you can affect one additional character for each slot level above 1st.

Psychoframe Armor

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Self	-	Armored

A thin layer of psychoframe armor grants you 1d8 + 4 temporary armor points for the duration. When you use this power at higher levels, you gain 1d8 additional temporary hit points for each slot level above 1st.

Psychoframe Barrier

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Self	-	Armored

Psychoframe shards jut out from between your mobile suit's armor, granting you 15 temporary Armor Points. When you are targeted by a melee attack, the attacker takes 15 points of Cold Damage. When used at higher levels, you gain 5 more Armor Points and deal 5 more extra Cold Damage per level.

Psychoframe Repair

Use Time	Duration	Range	Atk/Save	Usage
Bonus	Instant	120	-	Armored

A mobile weapon of your choice that you can see within range regains armor points equal to 2d6 + your Newtype ability modifier. When used at higher levels, you may increase the restoration by 1d6 for each level above 1st.

Psychoframe Shell

Use Time	Duration	Range	Atk/Save	Usage
Action	8 Hours	Touch	-	Any

A willing target you touch replaces its evasion rate with 13 + its Dexterity modifier.

Level 2 Talents

All-Range Melee Attack (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Bonus	1 Minute	12 [120]	Attack	Armored

You fire a psycommu weapon out to any unoccupied space up to 120m away. You may use your action to make a melee attack on a target within 10m of the weapon. The target suffers 3d8 + your Newtype talent ability modifier bludgeoning damage on a hit (overcomes physical damage resistances). As a bonus action on your turn you can move the psycommu weapon up to 40m and attack a target. At higher levels, the damage increases by 1d8 for every two slot levels above 2nd.

Detect Thoughts (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	Self	-	Any

You can focus your mind on any one target that you can see within 6 [60]m of you. You initially learn the surface thoughts of the target. As an action, you can either shift your attention to another target's thoughts or attempt to probe deeper into the same target's mind. If you probe deeper, the target must make an Intelligence saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the effect ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another target, the target can use its action on its turn to make an Intelligence check contested by your Wisdom; if it succeeds, the effect ends. Questions verbally directed at the target naturally shape the course of its thoughts, making this power useful for interrogation. You can also use this power to detect the presence of thinking targets you can't see. You can search for thoughts within 6 [60]m of you. Once you detect the presence of a target in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

Empathic Touch

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	12 [120]	CHA	Any

You touch the minds of a group of characters in a 4 [40]m radius to calm them. You can suppress any effect causing a target to be charmed or frightened. When this effect ends, any suppressed effect resumes, provided that its duration has not expired in the meantime. Alternatively, you can make a target indifferent about perceived enemies. This indifference ends if the target is attacked or harmed by a Newtype power or if it witnesses any of its friends being harmed. When the effect ends, the target becomes hostile again, unless the GM rules otherwise.

Enthral

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	12 [120]	INT	Any

You attempt to capture the attention of a target of your choice that you can see within range to make a Wisdom saving throw. Any target that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting the target, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive anything other than you until the effect ends or you are no longer in range. The effect ends if you are incapacitated.

Illusory Newtype Doubles

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	Self	-	Any

Three illusory duplicates of yourself appear in your space. Until the effect ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time you are targeted with an attack during the duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's Evasion equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The effect ends when all three duplicates are destroyed.

Invisibility [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Touch	-	Any

A target you touch becomes invisible until the effect ends. Anything the target is wearing or carrying is invisible as long as it is on the target. The effect ends for a target that attacks or using Newtype powers. At higher levels you can target one additional target for each slot level above 2nd.

Minovsky Emission [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Self	-	Any

A dense Minovsky cloud radiates from you, masking you and your companions from detection. For the duration, each target you choose within 6 [60]m of you (including you) has a +10 bonus to Charisma (Stealth) checks and can't be tracked except via Newtype powers.

Minovsky Push [C]

Use Time	Duration	Range	Atk/Save	Usage
1 Action	1 Minute	Self	CON	Any

A particle wind 120m long and 20m wide blasts from you in a direction you choose for the effect's duration. Each target that starts its turn in the line must succeed on a Constitution saving throw or be pushed 30m away from you in a direction following the line. Any target in the line must spend 2m of movement for every 1m it moves when moving closer to you. The gust disperses gas or vapor, and it extinguishes flames. As a bonus action on each of your turns before the effect ends, you can change the direction in which the line blasts from you.

Newtype Bond

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Touch	-	Any

You bond yourself to an ally with a touch. While the target is within 12 [120]m of you, it gains a +1 bonus to Evasion and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage. The effect ends if you drop to 0 hit/armor points or if you and the target become separated by more than 120m. It also ends if the effect is used again on either of the connected characters. You can also dismiss the effect as an action.

Newtype Hold [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	12 [120]	INT	Any

Choose a target that you can see within range. The target must succeed on a Constitution saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the effect ends on the target. At higher levels you can target one additional target for each slot level above 2nd. The targets must be within 6 [60]m of each other when you target them.

Newtype Possession [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	24	WIS	Personnel

You pierce the mind of a target within range, forcing a Wisdom saving throw. On a failed throw, the target is charmed. The charmed target must use its action before moving on each of its turns to make a melee attack against a target other than itself that you mentally choose. The target can act normally on its turn if you choose no target or if none are within its reach. On your subsequent turns, you must use your action to maintain control over the target, or the effect ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the effect ends.

Newtype Resolve

Use Time	Duration	Range	Atk/Save	Usage
Action	8 Hours	6	-	Personnel

Calming your allies, you steel their resolve for the battle. Choose three targets. Each target's maximum and current hit points increase by 8 for the duration. When used at higher levels, you can increase the hit points gained by 8 for each level above 2nd.

Newtype Restoration

Use Time	Duration	Range	Atk/Save	Usage
10 Minutes	Instant	60	-	Armored

Up to six targets of your choice that you can see within range each regain armor points equal to 2d8 + your Newtype ability modifier. At higher levels the mending increases by 1d8 for each slot level above 2nd.

Newtype Translocation

Use Time	Duration	Range	Atk/Save	Usage
Bonus	Instant	Self	-	Any

Briefly surrounded by cosmic glow, you teleport up to 6 [60]m to an unoccupied space that you can see.

Psychic Cleanse

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Touch	-	Personnel

You touch a target. If it is poisoned/sickened, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned.

Psychic Command [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	8 hours	6 [60]	INT	Any

You suggest a course of activity (limited to a sentence or two) and psychically influence a target. Targets that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the target to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act fails. The target must make an Intelligence saving throw. On a failed save, it pursues the course of action you described to the best of its ability. You can also specify conditions that will trigger a special activity during the duration. If you or any of your companions damage the target, the effect ends.

Psychic Sight

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Self	-	Personnel

For the duration, you see otherwise invisible characters and objects as if they were visible.

Psychic Trust

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	3 [30]	CHA	Any

You create a field that guards against deception in a 3 [30]m radius centered on a point of your choice within range. Any character in the field or that enters must make a Charisma save. On a failed save, targets can't speak a deliberate lie while in the radius. An affected target is aware of the effect and can thus avoid answering questions to which it would normally respond with a lie. Such a character can be evasive in its answers as long as it remains within the boundaries of the truth.

Psychic Vision

Use Time	Duration	Range	Atk/Save	Usage
Action	8 hours	Touch	-	Any

You touch a willing target to grant it the ability to see in the dark out to a range of 12 [120]m.

Psychoforce Lift [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	12 [120]	CON	Any

One target or loose object of your choice that you can see within range rises vertically, up to 40m, and remains suspended there for the duration. The effect can levitate a target that weighs up to 55 tons (medium mobile suit). An unwilling target that succeeds on a Constitution saving throw is unaffected. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 40m in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the effect's range. When the effect ends, the target floats gently to the ground if it is still aloft.

Psychoframe Weapon [C]

Use Time	Duration	Range	Atk/Save	Usage
Bonus	1 Hour	Touch	-	Any

You bind psychoframe crystal to an otherwise unenhanced weapon. Until the effect ends, that weapon becomes an Enhanced weapon with a +1 bonus to attack rolls and damage rolls. When used at 4th level or higher, the bonus increases to +2. At 6th level or higher, the bonus increases to +3.

Psycholocation [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	Self	-	Any

You sense the direction to a target object's location, as long as that object is within 1,000m of you. If the object is in motion, you know the direction of its movement. The effect can locate a specific object known to you, as long as you have seen it up close at least once. Alternatively, the effect can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

Touch of the Newtype

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	Touch	-	Any

You touch a target and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, malfunctioning, or poisoned.

Triple Funnel/Bit Attack (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	240	Attack	Armored

You fire three funnel/bit all-range attacks. You can target one enemy or several. Make a ranged Newtype attack for each ray. On a hit, the target takes 3d6 energy damage. At higher levels you fire one additional shot for each slot level above 2nd.

Level 3 Talents

A Cosmic Glow

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	Self / 6 [60]	-	Any

Psychic energy radiates from you in an aura with a 6 [60]m radius, awakening boldness in allies. Until the effect ends, the aura moves with you, centered on you. While in the aura, each ally in the aura (including you) deals an 1 extra damage die when it hits with a weapon attack.

Cancel Psycommu

Use Time	Duration	Range	Atk/Save	Usage
Reaction	Instant	12 [120]	WIS	Any

You attempt to interrupt a Newtype in the process of using a power. If the power is 3rd level or lower, it fails and has no effect. If it is 4th level or higher, make an ability check using your Newtype Talent ability. The DC equals 10 + the power's level. On a success, the power fails and has no effect. At Higher Levels. When you use this ability at 4th level or higher, the interrupted power has no effect if its level is less than or equal to the level you used.



Cosmic Disrupt [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	24 [240]/6 [60]	INT	Any

You create a twisting pattern of colors that weaves through the air inside a 60m cube within range. Each target in the area who sees the pattern must make an Intelligence saving throw. On a failed save, the target becomes charmed for the duration. While charmed by this effect, the target is incapacitated and has a speed of 0. The effect ends for an affected target if it takes any damage or if someone else uses an action to shake the target out of its stupor.

Dispel Newtype Ability

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	24 [240]	-	Any

Choose one Newtype effect within range. Any power of 3rd level or lower on the target ends. For each power of 4th level or higher on the target, make an ability check using your Newtype ability. The DC equals 10 + the power's level. On a successful check, the effect ends. When used at 4th level or higher, you automatically end the effects on the target if the power's level is equal to or less than the level of the slot you used.

Light

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	12 [120]	-	Any

A 12 [120]m radius sphere of light spreads out from a point you choose within range. If you choose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helmet, blocks the light. If any of this effect's area overlaps with an area of darkness created by a power of 3rd level or lower, the darkness is dispelled.

Mass Psychoframe Repair

Use Time	Duration	Range	Atk/Save	Usage
Bonus	Instant	120	-	Armored

Up to six allies of your choice that you can see within range regain armor points equal to 2d8 + your Newtype ability modifier. When used at 4th level or higher, the restoration increases by 1d8 for each slot level above 3rd.

Minovsky Flight System [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	Touch	-	Armored

You touch a willing target. The target gains a flying speed of 60m for the duration. When the effect ends, the target falls if it is still aloft, unless it can stop the fall. When used at 4th level or higher, you can choose one additional target for each slot level above 3rd.

Newtype Communion

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Round	-	-	Any

You send a short message of twenty-five words or less to a target with which you are familiar. The target hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

Newtype Concealment

Use Time	Duration	Range	Atk/Save	Usage
Action	8 Hours	Touch	-	Personnel

For the duration, you hide a target that you touch from location. The target can be a willing person or a place or an object no larger than 10m in any dimension. The target can't be targeted by any means natural or supernatural.

Newtype Exertion [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	6	-	Personnel

Choose a willing target that you can see within range. Until the effect ends, the target's speed is doubled, it gains a +2 bonus to Evasion, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the effect ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Newtype Surveillance [C]

Use Time	Duration	Range	Atk/Save	Usage
10 Minutes	10 Minutes	1 Mile	-	Any

You sense a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). For the duration, you choose seeing or hearing. You can use the chosen sense in that location as if you were there. While active, as an action, you can switch between seeing and hearing.

Psycho Drain

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	-	Attack	Personnel

Make a melee Newtype attack against a target within your reach. On a hit, the target takes 2d6 psychic damage, and you regain hit points equal to half the amount of damage dealt. Until the effect ends, you can make the attack again on each of your turns as an action. When used at 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Suspended Animation

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Touch	-	Personnel

You touch a willing target and put it into a cataleptic state that is indistinguishable from death. For the duration, or until you use an action to touch the target and dismiss the effect, the target appears dead to all outward inspection. The target is blinded and incapacitated. The target has resistance to all damage except psychic damage. If the target is diseased or poisoned when you use this power, or becomes diseased or poisoned while under the effect, the disease and poison have no effect until the status ends.

Level 4 Talents

Bio-Sensor Shield [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Touch	-	Any

You reinforce an ally's armor. Until the effect ends, the target has resistance to non-beam bludgeoning, piercing, and slashing damage as well as ballistic damage.

Boundless Movement

Use Time	Duration	Range	Atk/Save	Usage
Action	8 Hours	Touch	-	Any

You touch a willing target. For the duration, the target's movement is unaffected by difficult terrain, other effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained. The target can also spend 25% of its movement to automatically escape from restraints, such as manacles or an enemy that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

Funnel Barrage [C] (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	240	DEX	Armored

You create a wall of funnels crossfire. You can make the wall up to 120m long, 40m high, and 10m thick, or a ringed wall up to 40m in diameter, 40m high, and 10m thick. When the wall appears, each target within its area must make a Dexterity saving throw. On a failed save, a target takes 5d8 heat damage, or half as much damage on a successful save. One side of the wall, selected by you when you use this power, deals 5d8 heat damage to each target that ends its turn within 20m of that side or inside the wall. A target takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage. When used at 5th level or higher, the damage increases by 1d8 for each slot level above 4th.



Newtype Confusion [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Round	18 [180] /2 [20]	WIS	Any

You assault and twist targets' minds, spawning delusions and provoking uncontrolled action. Each target in a 20m radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw or be affected. An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

1d10 Effect

1	The target uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The target doesn't take an action this turn.
2-6	The target doesn't move or take actions this turn.
7-8	The target uses its action to make a melee attack against a randomly determined target within its reach. If there is no target within its reach, the target does nothing this turn.
9-10	The target can act and move normally.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target. When used at 5th level or higher, the radius of the sphere increases by 10m for each slot level above 4th.

Newtype Protection

Use Time	Duration	Range	Atk/Save	Usage
Action	8 hours	Touch	-	Any

You touch a target and grant it a measure of protection from death/destruction. The first time the target would drop to 0 armor/hit points as a result of taking damage, the target instead drops to 1 armor/hit point, and the effect ends. If the effect is still active when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the effect ends.

Psychic Guidance

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Self	-	Any

Describe or name a target that is familiar to you. You sense the direction to the target's location, as long as that target is within 1,000m of you. If the target is moving, you know the direction of its movement.

Level 5 Talents

Dispel Newtype Effects [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	Self	-	Any

For the duration, Newtypes have disadvantage on attack rolls against you. As your action, you touch a target you can reach that is charmed, frightened, or possessed. The target you touch is no longer charmed, frightened, or possessed and the effects of this power end.

Hijack Mobile Suit [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	120	CON	Armored

You assume control over a single mobile weapon. You may issue a simple command to the mobile suit on your turn (no action required). If the mobile suit is currently piloted by a target that is hostile to you, the pilot may make a Constitution saving throw to resist your control. On a success you lose control of the mobile suit. You can use your action to take total and precise control of the target. Until the end of your next turn, the target takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the target to use a reaction, but this requires you to use your own reaction as well. At the end of any turn that the mobile suit performs an action, its pilot may make a Constitution saving throw, breaking your control on a success. When used at 6th-level, the duration is concentration, up to 10 minutes. When you use a 7th-level slot, the duration is concentration, up to 1 Hour. When you use a slot of 8th level or higher, the duration is concentration, up to 8 hours.



Minovsky Wall (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	12	-	Personnel

An invisible wall of particles springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 2m, or you can shape a flat surface made up of ten 2m by 2m panels. Each panel must be contiguous with another panel. In any form, the wall is 1 m thick. It lasts for the duration. If the wall cuts through a target's space when it appears, the target is pushed to one side of the wall (your choice which side).

Newtype Observation

Use Time	Duration	Range	Atk/Save	Usage
10 Minutes	10 Minutes	-	CHA	Any

You can see and hear a particular target you choose. The target must make a Charisma saving throw, which is modified by how well you know the target and the sort of physical connection you have to it.

Condition	Modifier
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	0
Familiar (you know the target well)	-5
You possess likeness or picture	-2
You possess a possession or garment	-4
You possess lock of hair, bit of nail, or the like	-10

On a successful save, the target isn't affected, and you can't use this effect against it again for 24 hours. On a failed save, you can observe the target for the duration. If the target has a Wisdom score of 13 or higher, they know they are being watched. Instead of targeting a person, you can choose a location you have seen before as the target.

Pillar of Funnel Blasts (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	12 [120] / 2 [20]	DEX	Armored

Each target in a 20m radius, 80m high point within range must make a Dexterity saving throw. A target takes 4d6 energy damage and 4d6 heat damage on a failed save, or half as much damage on a successful one. When used at 6th level or higher, the damage increases by 1d6 of either type (not both) for each slot level above 5th.

Psychic Bond

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	6 [60]	-	Any

You create a telepathic link between yourself and up to eight willing targets. Until the effect ends, the targets can communicate telepathically through the bond.

Psychic Mass Deception

Use Time	Duration	Range	Atk/Save	Usage
Action	8 Hours	6 [60]	CHA	Any

You change the appearance of any number of targets that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected. The effect disguises physical appearance as well as clothing, armor, weapons, and equipment, including mobile suits. You can make each target seem 1 foot shorter or taller and appear thin, fat, or in between. You must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The effect lasts for the duration, unless you use your action to dismiss it sooner. The changes fail to hold up to physical inspection. An enemy can use its action to inspect a target and make an Investigation check against your Newtype save DC. If it succeeds, it becomes aware that the target is disguised.

Psychic Memory Alteration [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	6	INT	Personnel

You attempt to reshape another's memories. One target that you can see must make an Intelligence saving throw. If you are fighting the target, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another effect, this charm ends, and none of the target's memories are modified. While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event. Its mind fills in any gaps in the details of your description. If the effect ends before you have finished describing the modified memories, the target's memory isn't altered. Otherwise, the modified memories take hold when the effect ends. A modified memory doesn't necessarily affect how a target behaves, particularly if the memory contradicts the target's natural inclinations, alignment, or beliefs. An illogical modified memory is dismissed, perhaps as a bad dream. The GM might deem a modified memory too nonsensical to affect a target in a significant manner. A Dispel Newtype Effect cast on the target restores the true memory. When used at 6th level or higher, you can alter the target's memories of an event that took place up to 7 days ago (6th level), 30 days ago (7th level), 1 year ago (8th level), or any time in the target's past (9th level).



Psychokinesis [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	12 [120]	-	Any

You gain the ability to move or manipulate objects by thought. When you use the power, and as your action each round for the duration, you can exert your will on one target or object that you can see within range. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the power. You can try to move a hostile target no larger than one size larger than yourself, or an object held by an unwilling target. Make an ability check with your Newtype ability contested by the target's Constitution check. If you win the contest, you move the target up to 60m in any direction, including upward but not beyond the range of this effect. Until the end of your next turn, the target is restrained in your teleforce grip. A target lifted upward is suspended in mid-air. On subsequent rounds, you can use your action to attempt to maintain your teleforce grip on the target by repeating the contest. You can try to move an object. If the object isn't being worn or carried, you automatically move it up to 60m in any direction, but not beyond the range of this effect.

Reflector Bit Barrage [Psycommu]

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	Self / 6 [60]	DEX	Armored

Each target you choose within 60 m of you must succeed on a Dexterity saving throw or take 5d6 energy damage, as well as 5d6 heat damage, and be knocked prone. A target that succeeds on its saving throw takes half as much damage and isn't knocked prone.

Level 6 Talents

Bio-Sensor Reinforcement [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	-	-	Any

You have resistance to acid, cold, heat, energy, and explosive damage for the effects duration. When you take damage of one of those types, you can use your reaction to gain immunity to that type of damage, including against the triggering damage. If you do so, the resistances end, and you have the immunity until the end of your next turn, at which time the effect ends.

Blade Funnel Barrier (C) (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	120	DEX	Armored

You create a vertical wall of whirling funnels within range for the duration. You can make a straight wall up to 200m long, 40m high, and 10m thick, or a ringed wall up to 120m in diameter, 40m high, and 10m thick. The wall provides three-quarters cover to targets behind it, and its space is difficult terrain. When a target enters the wall's area for the first time on a turn or starts its turn there, the target must make a Dexterity saving throw. On a failed save, the target takes 6d10 slashing damage. On a successful save, the target takes half as much damage.

Funnel Multi-Attack (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	300	DEX	Armored

You fire three funnels at a single target. They then leap from that target to as many as three other targets, each of which must be within 60m of the first target. A target can be an enemy or an object and can be targeted by only one of the funnels. A target must make a Dexterity saving throw. The target takes 10d8 energy damage on a failed save, or half as much damage on a successful one. When used at 7th level or higher, one additional funnel leaps from the first target to another target for each slot level above 6th.

Mass Hypnosis

Use Time	Duration	Range	Atk/Save	Usage
Action	24 Hours	12 [120]	INT	Any

You suggest a course of activity to up to twelve targets of your choice within range. Targets that can't be charmed are immune to this effect. Each target must make an Intelligence saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the effect ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special activity during the duration. If you or any of your companions damage a target affected, the effect ends for that target. When used at 7th-level, the duration is 10 days. When you use an 8th-level slot, the duration is 30 days. When you use a 9th-level slot, the duration is a year and a day.

Minovsky Sphere (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	Self / 2 [20]	-	Any

An immobile, faintly shimmering barrier springs into existence in a 2 [20]m radius around you and remains for the duration. Any power of 5th level or lower cast from outside the barrier can't affect targets or objects within it, even if the power is cast using a higher level slot. Such a power can target mobile suits and objects within the barrier, but the power has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such effects. When used at 7th level or higher, the barrier blocks powers of one level higher for each slot level above 6th.

Newtype Healing

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	12	-	Personnel

Choose a target that you can see within range. It regains 50 hit points. This effect also ends blindness, deafness, and any negative effects on the target. When used at 7th level or higher, the amount of healing increases by 10 for each slot level above 6th.

Newtype Shine (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	12	CON/DEX	Personnel

You unleash a blast in a 1m wide, 12m line. Each target in the line must make a DEX or CON saving throw (their choice). On a failed save, a target takes 4d8 force damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this effect. You can create a new beam as your action on any turn until the effect ends.

Newtype Vision

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Touch / 24 [240]	-	Any

This power gives the willing target you touch the ability to see things as they actually are. For the duration, the target can see invisible objects and through illusions up to 24 [240]m.

Reflector Bit Storm (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	300/120	CON	Armored

A maelstrom of reflector bit blasts out in a 120m radius sphere from a point within range. Each target in that area must make a Constitution saving throw. A target takes 8d6 energy damage on a failed save, or half as much damage on a successful one. When used at 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

Level 7 Talents

Call for Aid (C)

Use Time	Duration	Range	Atk/Save	Usage
1 Minute	1 Hour	18 [180]	-	Any

You reach out with your mind to call an ally of challenge rating 4 or lower, which appears in an unoccupied space that you can see within range. In Armored Combat the ally can pilot any mobile weapon Uncommon or lower rarity. The ally disappears when it drops to 0 hit points or when the talent ends. Roll initiative for the ally, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands, it defends itself from enemies but otherwise takes no actions. When used at 9th-level, you summon an ally of challenge rating 5 or lower, in a mobile weapon Rare or lower in Rarity.

Funnel Bash (C) (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	120	Attack	Armored

A single funnel/bit hovers within range. It lasts for the duration. When it appears, you make a melee attack against a target of your choice within 10m of the funnel. On a hit, the target takes 5d10 bludgeoning damage. Until the effect ends, you can use a bonus action on each of your turns to move the funnel up to 40m to a spot you can see and repeat this attack against the same target or a different one.

Funnel Storm (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	30 [300]	DEX	Armored

A maelstrom of funnels swarms a location you choose within range. The area of the storm consists of up to ten 20m cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each target in the area must make a Dexterity saving throw. It takes 7d10 energy damage on a failed save, or half as much damage on a successful one. The blasts damage objects in the area and ignite flammable objects that aren't being worn or carried.

Funnel Trap (C) (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	300/40	DEX	Armored

You send a funnel to a chosen point within range for the duration. When the effect ends, either because your concentration is broken or because you decide to end it, the funnel explodes and spreads around corners. Each target in a 40m radius sphere centered on that point must make a Dexterity saving throw. A target takes explosive damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one. The explosion's base damage is 12d6. If at the end of your turn the funnel has not yet detonated, the damage increases by 1d6. If the funnel is touched before the interval has expired, the target touching it must make a Dexterity saving throw. On a failed save, the effect ends immediately, causing the funnel to explode. On a successful save, the target can throw the funnel up to 80m. When it strikes a solid object, the effect ends, and the funnel explodes. The heat damages objects in the area and ignites flammable objects that aren't being worn or carried. When used at 8th level or higher, the base damage increases by 1d6 for each slot level above 7th.

Newtype Binding

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	20 [200]	CHA	Any

An immobile, invisible, cube-shaped prison composed of ultra dense Minovsky particles springs into existence around an area you choose within range. A prison in the shape of a box can be up to 2 [20]m on a side, creating a solid barrier that prevents any matter from passing through it and blocking any Newtype powers in or out from the area. When you use this power, any target that is completely inside the area is trapped. Targets only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area. A target inside the prison can't leave it by ordinary means. If the target tries to escape via a Newtype power, it must first make a Wisdom saving throw. On a success, the target can use that power. On a failure, the target can't exit and wastes the use of the effect. This effect can't be dispelled.

Newtype Transmission

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	2 [20]	-	Any

This power instantly transports you and up to eight willing targets of your choice that you can see within range, to a destination you select. The destination you choose must be known to you. Your familiarity with the destination determines whether you arrive there successfully. The GM rolls d100 and consults the table.

Familiarity	Mishap	Similar Area	Off Target	On Target
Associated object	-	-	-	01-100
Very familiar	01-05	06-13	14-24	25-100
Seen casually	01-33	34-43	44-53	54-100
Viewed once	01-43	44-53	54-73	74-100
Description	01-43	44-53	54-73	74-100
False destination	01-50	51-100	-	-

Psychic Ravage

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	12 [120]	WIS	Personnel

Intense mental pain afflicts one target you can see within range. If the target has 80 hit points or fewer, it is subject to crippling pain. Otherwise, the power has no effect on it. A target is also unaffected if it is immune to being charmed. While the target is affected by crippling pain, any speed it has can be no higher than 2m. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Wisdom saving throws. Finally, if the target tries to use a Newtype power, it must first succeed on a Wisdom saving throw, or the casting fails and the power is wasted. A target suffering this pain can make a Wisdom saving throw at the end of each of its turns. On a successful save, the pain ends.

Ready Funnels (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Self	Attack	Armored

Seven funnels/bits orbit your mobile suit until the effect ends. You can use a bonus action to send one of the funnels to attack a target or object within 240m of you. When you do so, make a ranged attack. On a hit, the target takes 6d12 energy damage. Whether you hit or miss, the funnel is expended. The effect ends early if you expend the last funnel. When used at 8th level or higher, the number of funnels readied increases by two for each slot level above 7th.

Level 8 Talents

Axis Effect (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	Self / 6 [60]	CHA	Any

Supernatural light washes out in a 6 [60]m radius around you. Targets of your choice in that radius when you use this power reflect this light in a 1 [10]m radius and have advantage on all saving throws, and enemies have disadvantage on attack rolls against them for the duration. In addition, when an enemy hits an affected target with a melee attack, the aura flashes with brilliant light. The attacker must succeed on a Charisma saving throw or be blinded until the effect ends.

Axis Shock – Newtype Glow

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	300	WIS	Armored

Brilliant sunlight flashes in a 120m radius centered on a point you choose within range. Each target in that light must make a Wisdom saving throw. On a failed save, a target takes 12d6 force damage and is blinded for 1 Minute. On a successful save, it takes half as much damage and isn't blinded by this effect. A target blinded by this effect makes another Wisdom saving throw at the end of each of its turns. On a successful save, it is no longer blinded. This power dispels any darkness in its area.

Minovsky Field (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Self / 2 [20]	-	Any

A 2 [20]m radius invisible sphere of dense Minovsky particles surrounds you. Within the sphere, powers can't be cast, and Newtype effects are null. Until the effect ends, the sphere moves with you, centered on you. Newtype powers and effects are suppressed in the sphere and can't protrude into it. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Newtype Charm

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Hour	Self	-	Any

Until the effect ends, when you make a Charisma check, you can replace the number you roll with a 15. Additionally, no matter what you say, other characters will assume that you are being truthful.

Newtype Domination (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	10 Minutes	12 [120]	CHA	Any

A single target you choose within range must succeed on an Intelligence saving throw or be charmed by you for the duration. If you or allies are fighting it, it has advantage on the saving throw. While the target is charmed, you have a telepathic link with it. You can use this telepathic link to issue commands which it does its best to obey (no action required). You can use your action to take total and precise control of the target. Until the end of your next turn, the target takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the target to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Intelligence saving throw against the power. If the saving throw succeeds, the effect ends. When used at 8th-level, the duration is concentration, up to 1 Hour. When you use at 9th level or higher, the duration is concentration, up to 8 hours.

Psychic Link (C)

Use Time	Duration	Range	Atk/Save	Usage
Action	24 Hours	-	-	Any

You create a telepathic link between yourself and a willing target with which you are familiar. Until the effect ends, you and the target can instantaneously share words, images, sounds, and other sensory messages with one another through the link, and the target recognizes you.



Psychic Quake [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	100 [1000]	DEX	Any

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 200m circle centered on that point and shakes targets and structures in contact with the ground in that area. The ground in the area becomes difficult terrain. Each target on the ground that is concentrating must make a Constitution saving throw. On a failed save, the target's concentration is broken. At the end of each turn, each target on the ground in the area must make a Dexterity saving throw. On a failed save, the target is knocked prone. Fissures open throughout the effect's area at the start of your next turn after you use the power. A total of 1d6 such fissures open in locations chosen by the GM. Each is 1d10 × 20m deep, 20m wide, and extends from one edge of the effect's area to the opposite side. A target standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A target that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse. The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you use the power and at the start of each of your turns until the effect ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby targets. A target within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the target takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Dexterity check as an action to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the target takes half as much damage and doesn't fall prone or become buried.

Psychic Shell

Use Time	Duration	Range	Atk/Save	Usage
Action	24 Hours	Touch	-	Any

Until the effect ends, one willing target you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, and the charmed condition. The effect even foils Newtype Reality Shift or effects of similar power used to affect the target's mind or to gain information about the target.

Level 9 Talents

All-Range Barrage (Psycommu)

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	180	DEX	Armored

Overcharged funnel blasts fire at four different points you can see within range. Each target in a 80m radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A target takes 20d6 energy damage and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A target in the area of more than one blast is affected only once. The effect damages objects in the area and ignites flammable objects that aren't being worn or carried.

Multiverse Shift [C]

Use Time	Duration	Range	Atk/Save	Usage
Action	1 Minute	12 [120]	-	Any

You conjure a portal linking an unoccupied space you can see within range to a precise location on a different time/place. The portal is a circular opening, which you can make 10-40m in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration. The portal has a front and a back on each time/plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal. When you use this power, you can speak the name of a specific target (a pseudonym, title, or nickname doesn't work). If that target is on a timeline/plane other than the one you are on, the portal opens in the named target's immediate vicinity and draws the target through it to the nearest unoccupied space on your side of the portal. You gain no special power over the target.

Newtype Foreknowledge

Use Time	Duration	Range	Atk/Save	Usage
1 Minute	8 Hours	Touch	-	Any

You touch a willing target and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, enemies have disadvantage on attack rolls against the target for the duration. This effect immediately ends if you use it again before its duration ends.

Newtype Reality Shift

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	-	-	Any

The basic use of this power is to duplicate any other power of 8th level or lower. You don't need to meet any requirements, including costly components. You can also use this power to create world-changing effects to the GM's discretion. The stress producing any effect other than duplicating another power weakens you. After enduring that stress, each time you use a power until you finish a long rest, you take 1d8 psychic damage per level of that power. This damage can't be reduced or prevented in any way. In addition, your Constitution drops to 3, if it isn't 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable use this power ever again if you suffer this stress.

Newtype Time Stop

Use Time	Duration	Range	Atk/Save	Usage
Action	Instant	Self	-	Any

You briefly stop the flow of time for everyone but yourself. No time passes for others, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal. This effect ends if one of the actions you use during this period, affects a target other than you or an object being worn or carried by someone other than you. In addition, the effect ends if you move to a place more than 1,000m from the location where you use it.



Conditions

Conditions alter a target's capabilities in a variety of ways and can arise as a result of a talent, a class feature, an attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a target, each instance of the condition has its own duration, but the condition's effects don't get worse. A target either has a condition or doesn't.

The following definitions specify what happens to a target while it is subjected to a condition.

Blinded

A blinded target can't see and automatically fails any ability check that requires sight. Attack rolls against the target have advantage, and the target's attack rolls have disadvantage.

Charmed

A charmed target can't attack the charmer or target the charmer with harmful abilities or effects. The charmer has advantage on any ability check to interact socially with the target.

Disabled

An disabled mobile weapon is incapacitated, can't move or act. The target drops whatever it's holding and falls prone. The target automatically fails Strength and Dexterity saving throws. Attack rolls against the target have advantage. Any attack that hits the target is a critical hit if the attacker is within 10m of the target.

Deafened

A deafened target can't hear and automatically fails any ability check that requires hearing.

Exhaustion

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a target one or more levels of exhaustion, as specified in the effect's description.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted target suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description. A target suffers the effect of its current level of exhaustion as well as all lower levels. For example, a target suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks. An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a target's exhaustion level is reduced below 1. Finishing a long rest reduces a target's exhaustion level by 1, provided that the target has also ingested some food and drink. Also, being raised from the dead reduces a target's exhaustion level by 1.

Frightened

A frightened target has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight. The target can't willingly move closer to the source of its fear.

Grappled

A grappled target's speed becomes 0, and it can't benefit from any bonus to its speed. The condition ends if the grappler is incapacitated (see the condition). The condition also ends if an effect removes the grappled target from the reach of the grappler or grappling effect, such as when a target is hurled away.

Incapacitated

An incapacitated target can't take actions or reactions.

Invisible

An invisible target is impossible to see without the aid of special skills or equipment. For the purpose of hiding, the target is heavily obscured. The target's location can be detected by any noise it makes or any tracks it leaves. Attack rolls against the target have disadvantage, and the target's attack rolls have advantage.

Malfunctioning

A malfunctioning mobile weapon has disadvantage on attack rolls and ability checks.

Paralyzed

A paralyzed target is incapacitated (see the condition) and can't move or speak. The target automatically fails Strength and Dexterity saving throws. Attack rolls against the target have advantage. Any attack that hits the target is a critical hit if the attacker is within 1 [10] meters of the target.

Poisoned

A poisoned character has disadvantage on attack rolls and ability checks.

Prone

A prone target's only movement option is to crawl, unless it stands up and thereby ends the condition. The target has disadvantage on attack rolls. An attack roll against the target has advantage if the attacker is within 1 [10] meters of the target. Otherwise, the attack roll has disadvantage.

Restrained

A restrained target's speed becomes 0, and it can't benefit from any bonus to its speed. Attack rolls against the target have advantage, and the target's attack rolls have disadvantage. The target has disadvantage on Dexterity saving throws.

Stunned

A stunned target is incapacitated (see the condition), can't move, and cannot communicate. The target automatically fails Strength and Dexterity saving throws. Attack rolls against the target have advantage.

Unconscious

An unconscious target is incapacitated, can't move or speak, and is unaware of its surroundings. The target drops whatever it's holding and falls prone. The target automatically fails Strength and Dexterity saving throws. Attack rolls against the target have advantage. Any attack that hits the target is a critical hit if the attacker is within 1 meter of the target.



Mobile Weapons

Mobile Suits & Combat Crafts

War has changed as a result of the discovery of Minovsky Particles, which disrupt nearly all types of radio communication and visualization. Close quarters combat using armored vehicles such as mobile suits has reduced the overall effectiveness of traditional warships and navies.

Mobile Weapons Stat Blocks

Each mobile weapon stat block contains all information required for a pilot to helm their own mobile suit. Previous editions of this game had more complex systems for calculating a mobile suit's total Armor Points and Evasion score, but in this version we only apply a character's Dexterity Modifier to a unit's Base Evasion score if the character has Proficiency in all Tags listed in the unit's stat block. This is reduced to half their Dexterity Modifier, rounded up, if they only have proficiency in one of the Tags. Shields and other special items and upgrades can also increase a unit's total Evasion score as well. All other stats are fixed values.

RX-00 UNIT NAME

FACTION (First Appeared ERA)

Size Medium **Cost** 600,000

Tags General, Amphibious

Base Evasion 10 **Rarity** Common

Armor Points 65 (Threshold 10) **Armor Die** 1d6

Speed 50 m Land, 0 m Mid-Air, 50 m Zero-G, 30 m Amph.

STR	DEX	CON
10 (0)	10 (+0)	10 (+0)

Defenses Immune: Psychic, Poison; Resistant: Ballistic

Fixed Equipment Vulcan Gun, Mounted Missile Pods

Upgrade Slots 2

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

Variants RX-00 [G] VARIANT NAME

Size. A unit's size category affects its scale on the map and has an effect on line of sight and movement.

Size	Space	Examples
Tiny	1 x 1 m	Infantry, Motorcycles
Small	7.5 x 7.5 m	RB-79 Ball, Core Fighter
Medium	10 x 10 m	GM, Zaku II, Gundam
Large	30 x 30 m	Zock, Doven Wolf
Huge	40 x 40 m	Psycho Gundam, Queen Mansa
Gargantuan	50 x 50 m & up	Neo Zeong, Apsalas

Cost. The estimated financial expense of the unit.

Tags. Tags categorize mobile weapons by specialized control type. Pilots that do not have proficiency in all tags on a given unit may not add their full DEX modifier to the unit's final Evasion.

Base Evasion. This represents the mobile weapon's ability to avoid incoming attacks. If your character is proficient in

Rarity. Used to determine how common particular mobile weapons are and whether they are available for requisition or purchase.

Armor Points. This number represents how durable a mobile weapon is and how many hits

Armor Die. This die represents a unit's capacity for repairs during a Short Rest. The total Armor Dice for a unit are Character Level x Armor Die.

Speed. Mobile weapon movement speed is divided into 4 speeds organized by locale. Variable units have two speeds for each locale; one for mobile suit mode and another for mobile armor/wave rider mode in parentheses.

Defenses. Mobile weapons may be resistant or immune to various damage types. Those resistances are listed here.

Fixed Equipment. Some equipment comes standard on certain mobile weapons.

Upgrade Slots. This represents the mobile weapon's capacity for additional upgrades.

Special Properties. Additional exclusive features to the mobile suit not covered by

Variants. Some, but not all of the available variants of the unit. Most of these variants can be achieved by taking the base model and adding an appropriate upgrade.

Damage & Recovery

Mobile weapons take damage normally as Personnel, but hulking machines of war are much sturdier than flesh and bone. Each mobile weapon has a Threshold score next to its total Armor Points. This represents the minimum damage that must come from a single attack in order to overcome its thick armor.

In order to beat a target's Threshold, a single attack must meet or exceed the target's Threshold value from all damage types and sources, after modifiers are applied, and before resistance is applied. For example, when attacking a target with a Threshold of 10, if a single attack deals 4 points of heat damage, 3 points of slashing damage, a 3 point bonus for Sneak Attack, then the total 10 damage from all sources meets the Threshold and all 10 points are dealt normally unless the target has resistance to heat or slashing damage. Threshold does not *reduce* incoming damage at all, it is merely a minimum amount of damage that a single attack must meet. This damage must come from a single successful attack, Extra Attack and Multiattack abilities do not overcome Threshold if the individual attack rolls do not meet or exceed the target Threshold.

Customization

The majority of mobile weapons come equipped with Fixed Armaments in addition to the equipment and weapons you can outfit them with. With the exception of Shields, all Fixed Equipment is considered Mounted or Hands-Free unless otherwise noted.



Mobile Weapons Codex

The following pages contain the stat blocks for every mobile suit, combat craft, and mobile armor available to players in the Universal Century. Your Game Master will ultimately decide which mobile weapons are available to your party as starting units and throughout the game. You may be restricted to certain units based on cost, faction, time period, or a number of other factors. The following list is provided only for reference

Many variant units have been excluded from this list in favor of offering a more robust upgrade and customization system as detailed in the Customization section. For example, you may find that the *RGC-80 GM Cannon* is not in the Codex but the base unit, *RGM-79 GM* is listed. This is because the cannon upgrades that differentiate the two units can be equipped to any mobile suit with available upgrade slots. Similarly all variant units that are simply slight modifications from a base unit available via one of the upgrades in the Customization section do not have their own stat block. Most of these variants have been listed under the base unit for reference

CB-X5 Gunperry

(EFSF First Appeared One Year War)

Size Small **Cost** 60,000

Tags Combat Craft

Base Evasion 14 **Rarity** Common

Armor Points 65 (Threshold 10) **Armor Die** 1d6

Speed Land: 0, Mid-Air: 60, Zero-G: 0, Amph.: 0

STR	DEX	CON
10 (0)	18 (+4)	12 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Mounted Missile Pods

Upgrade Slots 3

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

Variants CB-X5(SGT) Assault Type Gunperry

FA-78 [TB] Full Armor Gundam Thunderbolt Ver.

(EFSF First Appeared One Year War)

Size Medium **Cost** 500,000

Tags Gundam

Base Evasion 14 **Rarity** Ultra Rare

Armor Points 140 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
16 (+3)	24 (+7)	19 (+4)

Defenses Immune: Psychic, Poison, Resistant: Electric

Fixed Equipment Mounted Missile Pods, Missile Launcher, Core Block System, Mounted Beam Cannon, Sub-Arm System

Upgrade Slots 2

Special Properties

FA-78-1 Full Armor Gundam (MSV)

(EFSF First Appeared One Year War)

Size Medium **Cost** 450,000

Tags Gundam

Base Evasion 10 **Rarity** Ultra Rare

Armor Points 157 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
14 (+2)	24 (+7)	18 (+4)

Defenses Immune: Psychic, Poison, Resistant: Bludgeoning, Piercing, Slashing

Fixed Equipment Vulcan Gun, Core Block System, Mounted Missile Pods, Missile Launcher

Upgrade Slots 2

Special Properties

Variants FA-78-2 Heavy Gundam

Fanfan Combat Aircraft

(EFSF First Appeared One Year War)

Size Small **Cost** 55,000

Tags Combat Craft

Base Evasion 14 **Rarity** Common

Armor Points 60 (Threshold 10) **Armor Die** 1d6

Speed Land: 0, Mid-Air: 60, Zero-G: 0, Amph.: 0

STR	DEX	CON
10 (0)	18 (+4)	10 (0)

Defenses Immune: Psychic, Poison

Fixed Equipment 75mm Gatling Gun, Missile Launcher

Upgrade Slots 3

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

FF-33 Saberfish

(EFSF First Appeared One Year War)

Size Small **Cost** 80,000

Tags Combat Craft

Base Evasion 14 **Rarity** Common

Armor Points 70 (Threshold 10) **Armor Die** 1d6

Speed Land: 0, Mid-Air: 0, Zero-G: 60, Amph.: 0

STR	DEX	CON
10 (0)	20 (+5)	12 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Missile Launcher

Upgrade Slots 3

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

Variants FF-3F Saberfish

FF-X7 Core Fighter

(EFSF First Appeared One Year War)

Size Small **Cost** 80,000

Tags Combat Craft

Base Evasion 14 **Rarity** Uncommon

Armor Points 70 (Threshold 5) **Armor Die** 1d8

Speed Land: 0, Mid-Air: 60, Zero-G: 60, Amph.: 0

STR	DEX	CON
10 (0)	18 (+4)	15 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Missile Launcher, Mounted Missile Pods, Vulcan Gun

Upgrade Slots -

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.



FF-X7-Bst Core Booster

(EFSF First Appeared One Year War)

Size Small **Cost** 85,000

Tags Combat Craft

Base Evasion 14 **Rarity** Uncommon

Armor Points 70 (Threshold 5) **Armor Die** 1d8

Speed Land: 0, Mid-Air: 60, Zero-G: 60, Amph.: 0

STR	DEX	CON
10 (0)	18 (+4)	15 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Mega Particle Cannon, Missile Launcher, Vulcan Gun

Upgrade Slots -

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

FFB-7st Jet Core Booster (Core EZ)

(EFSF First Appeared One Year War)

Size Small **Cost** 100,000

Tags Combat Craft

Base Evasion 14 **Rarity** Uncommon

Armor Points 90 (Threshold 5) **Armor Die** 1d8

Speed Land: 0, Mid-Air: 60, Zero-G: 60, Amph.: 0

STR	DEX	CON
10 (0)	18 (+4)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Missile Pods, Vulcan Gun, Grenade

Upgrade Slots -

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

FF-XII Core Fighter II

(EFSF First Appeared One Year War)

Size Small **Cost** 85,000

Tags Combat Craft

Base Evasion 14 **Rarity** Uncommon

Armor Points 75 (Threshold 5) **Armor Die** 1d8

Speed Land: 0, Mid-Air: 60, Zero-G: 60, Amph.: 0

STR	DEX	CON
10 (0)	20 (+5)	15 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Beam Cannon

Upgrade Slots -

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

Variants FF-XII-Fb Core Fighter II Full Burnern

Hover Truck

(EFSF First Appeared One Year War)

Size Small **Cost** 50,000

Tags Combat Craft

Base Evasion 13 **Rarity** Common

Armor Points 60 (Threshold 5) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
10 (0)	16 (+3)	12 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment 90mm Machine Gun

Upgrade Slots 3

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

Public Space Craft

(EFSF First Appeared One Year War)

Size Small **Cost** 55,000

Tags Combat Craft

Base Evasion 13 **Rarity** Common

Armor Points 60 (Threshold 10) **Armor Die** 1d6

Speed Land: 0, Mid-Air: 0, Zero-G: 50, Amph.: 0

STR	DEX	CON
10 (0)	16 (+3)	12 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment Missile Launcher, Mounted Missile Pods

Upgrade Slots 3

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

RAG-79 Aqua GM

(EFSF First Appeared One Year War)

Size Medium **Cost** 300,000

Tags Amphibious, General

Base Evasion 12 **Rarity** Common

Armor Points 95 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 50

STR	DEX	CON
10 (0)	18 (+4)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Grapple Gun, Missile Launcher, Mounted Missile Pods

Upgrade Slots 2

Special Properties

Variants RGM-79U GM Sloep

RAG-79-G1 Gundam Marine Type

(EFSF First Appeared One Year War)

Size Medium **Cost** 350,000

Tags Amphibious, Gundam

Base Evasion 12 **Rarity** Super Rare

Armor Points 130 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 0

STR	DEX	CON
16 (+3)	18 (+4)	15 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Grapple Gun, Missile Launcher, Mounted Missile Pods

Upgrade Slots 2

Special Properties



RB-79 Ball

(EFSF First Appeared One Year War)

Size Medium **Cost** 85,000

Tags General

Base Evasion 14 **Rarity** Common

Armor Points 75 (Threshold 10) **Armor Die** 1d6

Speed Land: 0, Mid-Air: 0, Zero-G: 50, Amph.: 0

STR	DEX	CON
15 (+2)	16 (+3)	12 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment 180mm Rifle

Upgrade Slots 2

Special Properties

Variants RB-79 [TB] Ball Thunderbolt Ver., RB-79K Ball Type K, RB-79M Ball Type M

RGM-79 GM

(EFSF First Appeared One Year War)

Size Medium **Cost** 100,000

Tags General

Base Evasion 11 **Rarity** Common

Armor Points 80 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
12 (+1)	12 (+1)	10 (0)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties

Variants RGC-80 GM Cannon, TGM-79 GM Trainer, RGM-79ARA GM Juggler, RGM-79L GM Light Armor

RGM-79 [TB] GM Thunderbolt Ver.

(EFSF First Appeared One Year War)

Size Medium **Cost** 100,000

Tags General

Base Evasion 11 **Rarity** Common

Armor Points 80 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
10 (0)	14 (+2)	12 (+1)

Defenses Immune: Psychic, Poison, Resistant: Electric

Fixed Equipment Sub-Arm System, Core Block System

Upgrade Slots 2

Special Properties



RGM-79 GM [G] Ground GM

(EFSF First Appeared One Year War)

Size Medium **Cost** 150,000

Tags General

Base Evasion 12 **Rarity** Common

Armor Points 80 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
12 (+1)	14 (+2)	14 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment

Upgrade Slots 2

Special Properties

Variants RGM-79F GM Land Combat Type, RGM-79C [G] GM Ground Type-C

RGM-79 Powered GM

(EFSF First Appeared One Year War)

Size Medium **Cost** 350,000

Tags General

Base Evasion 13 **Rarity** Uncommon

Armor Points 125 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
14 (+2)	20 (+5)	15 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties

RGM-79C GM Type C

(EFSF First Appeared One Year War)

Size Medium **Cost** 200,000

Tags General

Base Evasion 11 **Rarity** Uncommon

Armor Points 95 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
13 (+1)	14 (+2)	13 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties

Variants RGM-79C GM Type C Desert Type



RGM-79FP GM Striker

(EFSF First Appeared One Year War)

Size Medium **Cost** 300,000

Tags General

Base Evasion 12 **Rarity** Rare

Armor Points 120 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
20 (+5)	12 (+1)	16 (+3)

Defenses Immune: Psychic, Poison, Resistant: Bludgeoning

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties

RGM-79GS GM Command

(EFSF First Appeared One Year War)

Size Medium **Cost** 250,000

Tags General

Base Evasion 12 **Rarity** Uncommon

Armor Points 85 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
16 (+3)	14 (+2)	12 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties

Variants RGM-79D GM Cold Districts Type, RGM-79DO GM Dominance

RGM-79SC GM Sniper Custom

(EFSF First Appeared One Year War)

Size Medium **Cost** 300,000

Tags Elite/Custom

Base Evasion 12 **Rarity** Rare

Armor Points 120 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
14 (+2)	18 (+4)	15 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Beam Saber, Vulcan Gun

Upgrade Slots 2

Special Properties Sensor Array - This unit has Advantage on Perception Skill Checks.

Variants RGM-79V GM Night Seeker, RGM-79HC GM Guard Custom, RGM-79KC GM Intercept Custom



RGM-79 [G] GM Sniper

(EFSF First Appeared One Year War)

Size Medium **Cost** 200,000

Tags General

Base Evasion 10 **Rarity** Uncommon

Armor Points 110 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
10 (0)	18 (+4)	13 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment

Upgrade Slots 2

Special Properties Sensor Array - This unit has Advantage on Perception Skill Checks.

RGM-79SP GM Sniper II

(EFSF First Appeared One Year War)

Size Medium **Cost** 400,000

Tags General

Base Evasion 12 **Rarity** Rare

Armor Points 130 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
10 (0)	24 (+7)	17 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Grenade, Vulcan Gun

Upgrade Slots 2

Special Properties Sensor Array - This unit has Advantage on Perception Skill Checks.

Variants RGM-79S GM Spartan

RX-75-4 Guntank

(EFSF First Appeared One Year War)

Size Medium **Cost** 350,000

Tags Elite/Custom

Base Evasion 10 **Rarity** Super Rare

Armor Points 130 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
10 (0)	24 (+7)	19 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Quadruple Bop Missiles, Core Block System, Mounted Cannons

Upgrade Slots 2

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.



RX-75 Guntank Mass Production Type

(EFSF First Appeared One Year War)

Size Medium **Cost** 250,000

Tags General

Base Evasion 12 **Rarity** Rare

Armor Points 110 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
10 (0)	20 (+5)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Cannons, Quadruple Bop Missiles

Upgrade Slots 2

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

Variants RTX-440 Ground Assault Type Guntank, RX-75E Local Type Guntank, RX-75 Berge Guntank

RX-77-2 Guncannon

(EFSF First Appeared One Year War)

Size Medium **Cost** 350,000

Tags Elite/Custom

Base Evasion 11 **Rarity** Super Rare

Armor Points 115 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
12 (+1)	22 (+6)	15 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Cannons, Grenade, Vulcan Gun, Core Block System

Upgrade Slots 2

Special Properties

RX-77D Guncannon Mass Production Type

(EFSF First Appeared One Year War)

Size Medium **Cost** 300,000

Tags General

Base Evasion 11 **Rarity** Rare

Armor Points 115 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
11 (0)	21 (+5)	15 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Mounted Cannons, Core Block System

Upgrade Slots 2

Special Properties



RX-78 GP-00 Gundam Blossom

(EFSF First Appeared One Year War)

Size Medium **Cost** 500,000

Tags Gundam

Base Evasion 12 **Rarity** Ultra Rare

Armor Points 150 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
16 (+3)	21 (+5)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Core Block System

Upgrade Slots 2

Special Properties Sensor Array - This unit has Advantage on Perception Skill Checks.

RX-78 GP01 Zephyranthes

(EFSF First Appeared One Year War)

Size Medium **Cost** 550,000

Tags Gundam

Base Evasion 13 **Rarity** Legendary

Armor Points 160 (Threshold 10) **Armor Die** 1d12

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
21 (+5)	21 (+5)	20 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment Core Block System, Vulcan Gun

Upgrade Slots 2

Special Properties

Variants RX-78 GP01FB Zephyranthes Full Burner

RX-78 GP03S Dendrobium Stamen

(EFSF First Appeared One Year War)

Size Medium **Cost** 550,000

Tags Gundam

Base Evasion 13 **Rarity** Legendary

Armor Points 150 (Threshold 10) **Armor Die** 1d12

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
22 (+6)	22 (+6)	17 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Sub-Arm System, Core Block System

Upgrade Slots 2

Special Properties



RX-78 GP04 Gerbera

(EFSF First Appeared One Year War)

Size Medium **Cost** 550,000

Tags Gundam

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 165 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 60, Amph.: 0

STR	DEX	CON
18 (+4)	24 (+7)	19 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment

Upgrade Slots 2

Special Properties

RX-78 NT-1 Gundam Alex

(EFSF First Appeared One Year War)

Size Medium **Cost** 450,000

Tags Gundam

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 130 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
18 (+4)	20 (+5)	17 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Wrist Mounted Machine Gun

Upgrade Slots 2

Special Properties Chobham Armor - At the end of a Long Rest, this unit gains Temporary Armor Points equal to your Player Level.

RX-78-2 Gundam

(EFSF First Appeared One Year War)

Size Medium **Cost** 400,000

Tags Gundam, Elite/Custom

Base Evasion 13 **Rarity** Legendary

Armor Points 150 (Threshold 10) **Armor Die** 1d12

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
20 (+5)	20 (+5)	16 (+3)

Defenses Immune: Psychic, Poison, Resistant: Ballistic

Fixed Equipment Core Block System, Vulcan Gun

Upgrade Slots 2

Special Properties Magnetic Coating - When subjected to an effect that allows you to make a Saving Throw to take only half damage, you instead take no damage if you succeed on the Saving Throw



RX-78-4 Gundam Unit 4 "G04"

(EFSF First Appeared One Year War)

Size Medium **Cost** 450,000

Tags Gundam

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 135 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 60, Amph.: 30

STR	DEX	CON
14 (+2)	24 (+7)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties Propellant Tank/Sturm Booster - This unit has three charges. By expending a charge, this unit may take the Dash Action as a Bonus Action. This effect can only be used once per round. Any expended charges are restored during a Long Rest.

RX-78-5 Gundam Unit 5 "G05"

(EFSF First Appeared One Year War)

Size Medium **Cost** 450,000

Tags Gundam

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 155 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 60, Amph.: 30

STR	DEX	CON
18 (+4)	22 (+6)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties Propellant Tank/Sturm Booster - This unit has three charges. By expending a charge, this unit may take the Dash Action as a Bonus Action. This effect can only be used once per round. Any expended charges are restored during a Long Rest.

RX-78-6 Mudrock Gundam

(EFSF First Appeared One Year War)

Size Medium **Cost** 450,000

Tags Gundam

Base Evasion 12 **Rarity** Super Rare

Armor Points 135 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
15 (+2)	22 (+6)	17 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Cannons, Grenade, Vulcan Gun

Upgrade Slots 2

Special Properties



RX-78-7 7th Gundam

(EFSF First Appeared One Year War)

Size Medium **Cost** 400,000

Tags Gundam

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 140 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
20 (+5)	20 (+5)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties

RX-78XX Gundam Pixy

(EFSF First Appeared One Year War)

Size Medium **Cost** 400,000

Tags Gundam

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 120 (Threshold 10) **Armor Die** 1d10

Speed Land: 60, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
24 (+7)	12 (+1)	14 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties

RX-79 [G] Ground Type Gundam

(EFSF First Appeared One Year War)

Size Medium **Cost** 300,000

Tags General, Gundam

Base Evasion 12 **Rarity** Super Rare

Armor Points 125 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
12 (+1)	20 (+5)	14 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties

Variants RX-79[GS] Gundam Ground Type S



RX-79 [0] SW Slave Wraith

(EFSF First Appeared One Year War)

Size Medium **Cost** 350,000

Tags Gundam

Base Evasion 12 **Rarity** Legendary

Armor Points 140 (Threshold 10) **Armor Die** 1d12

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
14 (+2)	19 (+4)	17 (+3)

Defenses Immune: Psychic, Poison, Resistant: Ballistic

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties

RX-79 EZ-8 Gundam Ez-8

(EFSF First Appeared One Year War)

Size Medium **Cost** 350,000

Tags Gundam

Base Evasion 12 **Rarity** Legendary

Armor Points 145 (Threshold 10) **Armor Die** 1d12

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
20 (+5)	14 (+2)	14 (+2)

Defenses Immune: Psychic, Poison, Resistant: Ballistic

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties

RX-79BD-1 Blue Destiny Unit 1

(EFSF First Appeared One Year War)

Size Medium **Cost** 350,000

Tags Psycommu

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 110 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
22 (+6)	14 (+2)	15 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, EXAM System, Mounted Missile Pods

Upgrade Slots 2

Special Properties

RX-79BD-3 Blue Destiny Unit 3

(EFSF First Appeared One Year War)

Size Medium **Cost** 400,000

Tags Gundam, Psycommu

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 135 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
22 (+6)	14 (+2)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, EXAM System, Mounted Missile Pods

Upgrade Slots 2

Special Properties



RX-80PR Pale Rider

(EFSF First Appeared One Year War)

Size Medium **Cost** 400,000

Tags Gundam, Psycommu

Base Evasion 13 **Rarity** Legendary

Armor Points 130 (Threshold 10) **Armor Die** 1d12

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
18 (+4)	18 (+4)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, HADES System, Mounted Missile Pods, Mounted Beam Cannon

Upgrade Slots 2

Special Properties Movable Frame - Any critical hit against this unit becomes a normal hit.

Variants RX-80PR-2 Pale Rider Cavalry, RX-80PR-3 Pale Rider Dullahan

RX-81AS G-Line Assault Armor

(EFSF First Appeared One Year War)

Size Medium **Cost** 400,000

Tags Elite/Custom

Base Evasion 11 **Rarity** Super Rare

Armor Points 145 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
18 (+4)	18 (+4)	16 (+3)

Defenses Immune: Psychic, Poison, Resistant: Bludgeoning

Fixed Equipment Mounted Cannons, Vulcan Gun, Mounted Missile Pods, Mounted Gatling Guns

Upgrade Slots 2

Special Properties

RX-81LA G-Line Light Armor

(EFSF First Appeared One Year War)

Size Medium **Cost** 400,000

Tags Elite/Custom

Base Evasion 13 **Rarity** Super Rare

Armor Points 120 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
15 (+2)	21 (+5)	13 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties Apogee Motor - This unit has three charges. As a Reaction, this unit may expend a charge to reduce the damage dealt by a successful melee attack by half. Any expended charges are restored during a Long Rest.



RX-81ST G-Line Standard Armor

(EFSF First Appeared One Year War)

Size Medium **Cost** 400,000

Tags Elite/Custom

Base Evasion 12 **Rarity** Super Rare

Armor Points 140 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
19 (+4)	18 (+4)	15 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Gatling Guns, Vulcan Gun

Upgrade Slots 2

Special Properties

Type-61 Battle Tank

(EFSF First Appeared One Year War)

Size Small **Cost** 70,000

Tags Combat Craft

Base Evasion 12 **Rarity** Common

Armor Points 60 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
10 (0)	16 (+3)	14 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment 180mm Rifle, 75mm Gatling Gun

Upgrade Slots 3

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

RX-78 GP02 Physalis

(EFSF, Zeon First Appeared One Year War)

Size Medium **Cost** 550,000

Tags Gundam

Base Evasion 11 **Rarity** Legendary

Armor Points 160 (Threshold 10) **Armor Die** 1d12

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
20 (+5)	22 (+6)	19 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties



RX-79BD-2 Blue Destiny Unit 2

(EFSF, Zeon First Appeared One Year War)

Size Medium **Cost** 400,000

Tags Psycommu

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 120 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
22 (+6)	14 (+2)	14 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, EXAM System, Mounted Missile Pods

Upgrade Slots 2

Special Properties

AGX-04 Gerbera Tetra

(Zeon First Appeared One Year War)

Size Medium **Cost** 550,000

Tags Gundam

Base Evasion 13 **Rarity** Super Rare

Armor Points 165 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
18 (+4)	24 (+7)	19 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties

EMS-05 Agg

(Zeon First Appeared One Year War)

Size Medium **Cost** 200,000

Tags General

Base Evasion 13 **Rarity** Uncommon

Armor Points 120 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
16 (+3)	14 (+2)	14 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Missile Pods, Driller Nail (Claw), Mounted Laser Cannon, Missile Launcher

Upgrade Slots 2

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.



EMS-10 Zudah

(Zeon First Appeared One Year War)

Size Medium **Cost** 250,000

Tags General

Base Evasion 10 **Rarity** Uncommon

Armor Points 105 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
12 (+1)	18 (+4)	12 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment Sturm Faust

Upgrade Slots 2

Special Properties

Variants EMS-10F Zudah F, EMS-04 Zudah

Battle Space Fighter

(Zeon First Appeared One Year War)

Size Small **Cost** 75,000

Tags Combat Craft

Base Evasion 13 **Rarity** Common

Armor Points 60 (Threshold 10) **Armor Die** 1d6

Speed Land: 0, Mid-Air: 0, Zero-G: 50, Amph.: 0

STR	DEX	CON
10 (0)	18 (+4)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Missile Launcher, Vulcan Gun, Mounted Missile Pods

Upgrade Slots 3

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

MS-79 GM Camouf

(Zeon First Appeared One Year War)

Size Medium **Cost** 200,000

Tags General

Base Evasion 11 **Rarity** Uncommon

Armor Points 80 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
10 (0)	14 (+2)	11 (0)

Defenses Immune: Psychic, Poison

Fixed Equipment

Upgrade Slots 2

Special Properties



Gunship Helicopter

(EFSF, Zeon First Appeared One Year War)

Size Small **Cost** 70,000

Tags Combat Craft

Base Evasion 13 **Rarity** Common

Armor Points 60 (Threshold 5) **Armor Die** 1d6

Speed Land: 0, Mid-Air: 50, Zero-G: 0, Amph.: 0

STR	DEX	CON
10 (0)	18 (+4)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Missile Launcher, Vulcan Gun

Upgrade Slots 3

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

HT-01 Magella Tank

(Zeon First Appeared One Year War)

Size Small **Cost** 75,000

Tags Combat Craft

Base Evasion 12 **Rarity** Common

Armor Points 60 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
10 (0)	14 (+2)	14 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment 180mm Rifle, 75mm Gatling Gun

Upgrade Slots 3

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

HT-01B Magella Top Fighter

(Zeon First Appeared One Year War)

Size Small **Cost** 50,000

Tags Combat Craft

Base Evasion 13 **Rarity** Common

Armor Points 45 (Threshold 5) **Armor Die** 1d6

Speed Land: 0, Mid-Air: 50, Zero-G: 0, Amph.: 0

STR	DEX	CON
10 (0)	14 (+2)	12 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment 180mm Rifle

Upgrade Slots -

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.



MP-02A Oggo

(Zeon First Appeared One Year War)

Size Small **Cost** 75,000

Tags Combat Craft

Base Evasion 14 **Rarity** Common

Armor Points 60 (Threshold 10) **Armor Die** 1d6

Speed Land: 0, Mid-Air: 0, Zero-G: 50, Amph.: 0

STR	DEX	CON
10 (0)	16 (+3)	10 (0)

Defenses Immune: Psychic, Poison

Fixed Equipment

Upgrade Slots 2

Special Properties

MS-05 [TB] Zaku I Thunderbolt Ver.

(Zeon First Appeared One Year War)

Size Medium **Cost** 120,000

Tags General

Base Evasion 12 **Rarity** Rare

Armor Points 75 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
10 (0)	14 (+2)	10 (0)

Defenses Immune: Psychic, Poison, Resistant: Electric

Fixed Equipment Grenade

Upgrade Slots 2

Special Properties

MS-05B Zaku I

(Zeon First Appeared One Year War)

Size Medium **Cost** 100,000

Tags General

Base Evasion 12 **Rarity** Common

Armor Points 70 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
14 (+2)	10 (0)	10 (0)

Defenses Immune: Psychic, Poison

Fixed Equipment Grenade

Upgrade Slots 2

Special Properties

Variants MS-05B Zaku I Land Warfare Type, MS-05S Zaku I Commander Type



MS-05L Zaku I Sniper Type

(Zeon First Appeared One Year War)

Size Medium **Cost** 300,000

Tags General

Base Evasion 12 **Rarity** Uncommon

Armor Points 90 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
10 (0)	22 (+6)	14 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Grenade

Upgrade Slots 2

Special Properties Sensor Array - This unit has Advantage on Perception Skill Checks.

MS-06 [TB] Zaku II Thunderbolt Ver.

(Zeon First Appeared One Year War)

Size Medium **Cost** 150,000

Tags General

Base Evasion 12 **Rarity** Rare

Armor Points 80 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
10 (0)	14 (+2)	12 (+1)

Defenses Immune: Psychic, Poison, Resistant: Electric

Fixed Equipment Sub-Arm System, Sturm Faust, Shoulder-Mounted Shield

Upgrade Slots 2

Special Properties

MS-06 F2 Zaku II F2

(Zeon First Appeared One Year War)

Size Medium **Cost** 300,000

Tags General

Base Evasion 12 **Rarity** Uncommon

Armor Points 120 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
18 (+4)	18 (+4)	14 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Grenade

Upgrade Slots 2

Special Properties



MS-06C Zaku II

(Zeon First Appeared One Year War)

Size Medium **Cost** 100,000

Tags General

Base Evasion 11 **Rarity** Common

Armor Points 95 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
12 (+1)	12 (+1)	10 (0)

Defenses Immune: Psychic, Poison

Fixed Equipment Grenade

Upgrade Slots 2

Special Properties

Variants MS-06K Zaku Cannon, MS-06D Zaku Desert Type, MS-06R-1A Zaku II High Mobility Type

MS-06E-3 Zaku Flipper

(Zeon First Appeared One Year War)

Size Medium **Cost** 30,000

Tags General

Base Evasion 12 **Rarity** Rare

Armor Points 120 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
16 (+3)	21 (+5)	14 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment

Upgrade Slots 2

Special Properties Sensor Array - This unit has Advantage on Perception Skill Checks.

MS-06FZ Zaku II Kai

(Zeon First Appeared One Year War)

Size Medium **Cost** 120,000

Tags General

Base Evasion 12 **Rarity** Uncommon

Armor Points 120 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
12 (+1)	18 (+4)	13 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment Grenade

Upgrade Slots 2

Special Properties



MS-06M Zaku Marine Type

(Zeon First Appeared One Year War)

Size Medium **Cost** 250,000

Tags General, Amphibious

Base Evasion 11 **Rarity** Rare

Armor Points 115 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 50

STR	DEX	CON
14 (+2)	16 (+3)	14 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Missile Pods, Vulcan Gun

Upgrade Slots 2

Special Properties

MS-06R [TB] Psycho Zaku

(Zeon First Appeared One Year War)

Size Medium **Cost** 500,000

Tags Elite/Custom

Base Evasion 14 **Rarity** Super Rare

Armor Points 130 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
10 (0)	30 (+10)	19 (+4)

Defenses Immune: Psychic, Poison, Resistant: Electric

Fixed Equipment Sturm Faust, Sub-Arm System

Upgrade Slots 2

Special Properties Reuse Psycho Device - This unit can only be operated by quadruple amputees. This unit has 3 charges. By expending a charge you may take an additional Reaction this round. This effect can only be used once per round. Any expended charges are restored during a Long Rest.

MS-06V Zaku Tank

(Zeon First Appeared One Year War)

Size Small **Cost** 300,000

Tags Combat Craft

Base Evasion 11 **Rarity** Common

Armor Points 110 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 30, Amph.: 30

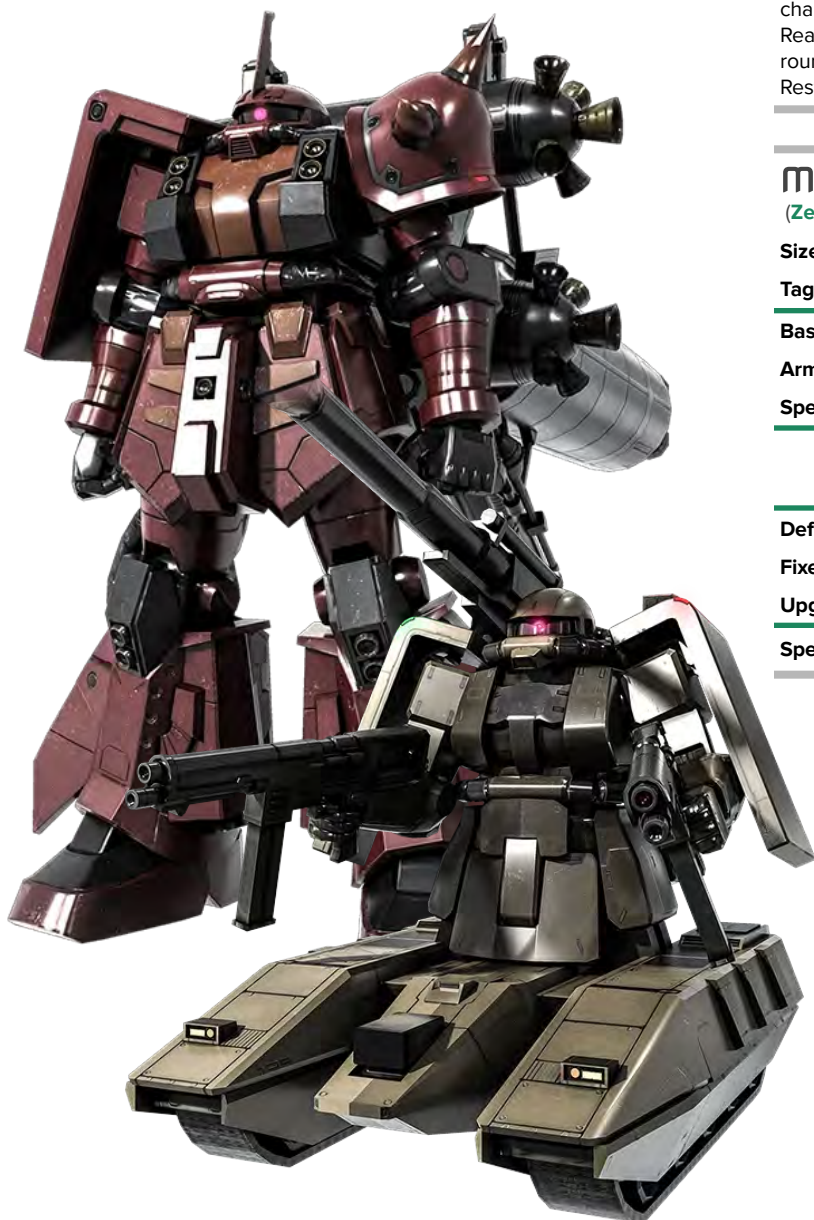
STR	DEX	CON
10 (0)	22 (+6)	15 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Missile Pods

Upgrade Slots 2

Special Properties



MS-06Z Psycommu System Zaku "Bishop"

(Zeon First Appeared One Year War)

Size Medium **Cost** 350,000

Tags Psycommu

Base Evasion 10 **Rarity** Rare

Armor Points 140 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 0

STR	DEX	CON
10 (0)	22 (+6)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Mega Particle Cannon, Wire-Guided Remote Weapon

Upgrade Slots 2

Special Properties

MS-07B Gouf

(Zeon First Appeared One Year War)

Size Medium **Cost** 250,000

Tags Elite/Custom

Base Evasion 13 **Rarity** Rare

Armor Points 105 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
18 (+4)	12 (+1)	13 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment 75mm Gatling Gun, Heat Rod

Upgrade Slots 2

Special Properties

Variants MS-07W Gouf Combined Test Type

MS-07B-3 Gouf Custom

(Zeon First Appeared One Year War)

Size Medium **Cost** 350,000

Tags Elite/Custom

Base Evasion 13 **Rarity** Super Rare

Armor Points 130 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
14 (+2)	18 (+4)	14 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Gatling Shield, Wrist Mounted Machine Gun, Heat Rod (Wire Type)

Upgrade Slots 2

Special Properties



MS-07H-8 Gouf Flight Type

(Zeon First Appeared One Year War)

Size Medium **Cost** 400,000

Tags General

Base Evasion 14 **Rarity** Rare

Armor Points 140 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 30, Zero-G: 0, Amph.: 0

STR	DEX	CON
22 (+6)	16 (+3)	15 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Wrist Mounted Machine Gun, Gatling Shield

Upgrade Slots 2

Special Properties

MS-08 TX [N] Efreet Nacht

(Zeon First Appeared One Year War)

Size Medium **Cost** 350,000

Tags Elite/Custom

Base Evasion 13 **Rarity** Super Rare

Armor Points 120 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
22 (+6)	12 (+1)	14 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Kunai, Wrist-Mounted Machine Gun

Upgrade Slots 2

Special Properties Jamming System - This unit has Advantage on Stealth Skill Checks.

Variants MS-08 TX [DS] Efreet [Doug Schneid]

MS-08 TX Efreet

(Zeon First Appeared One Year War)

Size Medium **Cost** 300,000

Tags General

Base Evasion 13 **Rarity** Rare

Armor Points 110 (Threshold 10) **Armor Die** 1d8

Speed Land: 60, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
20 (+5)	12 (+1)	14 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Wrist Mounted Machine Gun, Vulcan Gun

Upgrade Slots 2

Special Properties



MS-08TX [EXAM] Efreet Custom

(Zeon First Appeared One Year War)

Size Medium **Cost** 350,000

Tags Psycommu

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 120 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
24 (+7)	10 (0)	15 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Grenade, Mounted Missile Pods, EXAM System

Upgrade Slots 2

Special Properties

MS-09B Dom

(Zeon First Appeared One Year War)

Size Medium **Cost** 300,000

Tags General

Base Evasion 14 **Rarity** Common

Armor Points 125 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
16 (+3)	16 (+3)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Small Scattering Beam Gun

Upgrade Slots 2

Special Properties

Variants MS-09R Rick Dom

MS-09F Dom Funf

(Zeon First Appeared One Year War)

Size Medium **Cost** 400,000

Tags General

Base Evasion 13 **Rarity** Rare

Armor Points 175 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
11 (0)	14 (+2)	19 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Small Scattering Beam Gun

Upgrade Slots 2

Special Properties



MS-09F/Trop Dom Tropen

(Zeon First Appeared One Year War)

Size Medium **Cost** 350,000

Tags General

Base Evasion 14 **Rarity** Rare

Armor Points 130 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
12 (+1)	20 (+5)	17 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Sturm Faust, Small Scattering Beam Gun

Upgrade Slots 2

Special Properties

MS-10 Pezun Dowadge

(Zeon First Appeared One Year War)

Size Medium **Cost** 400,000

Tags Elite/Custom

Base Evasion 14 **Rarity** Super Rare

Armor Points 150 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
15 (+2)	21 (+5)	17 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Small Scattering Beam Gun

Upgrade Slots 2

Special Properties

MS-11 Act Zaku

(Zeon First Appeared One Year War)

Size Medium **Cost** 350,000

Tags General

Base Evasion 13 **Rarity** Super Rare

Armor Points 115 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
16 (+3)	18 (+4)	15 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment

Upgrade Slots 2

Special Properties



MS-12 Gigan

(Zeon First Appeared One Year War)

Size Medium **Cost** 200,000

Tags General

Base Evasion 12 **Rarity** Uncommon

Armor Points 70 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 0

STR	DEX	CON
12 (+1)	15 (+2)	12 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment Iron Nail (Claw), 180mm Rifle, Wrist Mounted Machine Gun, 75mm Gatling Gun

Upgrade Slots 2

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

MS-13 Gasshia

(Zeon First Appeared One Year War)

Size Medium **Cost** 350,000

Tags General

Base Evasion 11 **Rarity** Rare

Armor Points 155 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
17 (+3)	16 (+3)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Hammer Gun, Mounted Missile Pods, Iron Nail (Claw)

Upgrade Slots 2

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

MS-14A Gelgoog

(Zeon First Appeared One Year War)

Size Medium **Cost** 350,000

Tags Elite/Custom

Base Evasion 12 **Rarity** Uncommon

Armor Points 142 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
14 (+2)	20 (+5)	17 (+3)

Defenses Immune: Psychic, Poison, Resistant: Ballistic

Fixed Equipment

Upgrade Slots 2

Special Properties

Variants MS-14B Gelgoog High Mobility Type, MS-14C Gelgoog Cannon



MS-14F Gelgoog Marine

(Zeon First Appeared One Year War)

Size Medium **Cost** 400,000

Tags General

Base Evasion 13 **Rarity** Rare

Armor Points 155 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
21 (+5)	15 (+2)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Sturm Faust

Upgrade Slots 2

Special Properties

MS-14Jg Gelgoog Jäger

(Zeon First Appeared One Year War)

Size Medium **Cost** 450,000

Tags Elite/Custom

Base Evasion 13 **Rarity** Super Rare

Armor Points 165 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
18 (+4)	20 (+5)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties

MS-17 Galbaldy Alpha

(Zeon First Appeared One Year War)

Size Medium **Cost** 450,000

Tags Elite/Custom

Base Evasion 13 **Rarity** Uncommon

Armor Points 155 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 30, Zero-G: 0, Amph.: 30

STR	DEX	CON
18 (+4)	20 (+5)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment

Upgrade Slots 2

Special Properties

MS-18E Kämpfer

(Zeon First Appeared One Year War)

Size Medium **Cost** 450,000

Tags Elite/Custom

Base Evasion 13 **Rarity** Rare

Armor Points 120 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
22 (+6)	22 (+6)	12 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Chain Mine

Upgrade Slots 2

Special Properties



MSM-03 Gogg

(Zeon First Appeared One Year War)

Size Large **Cost** 300,000

Tags General, Amphibious

Base Evasion 9 **Rarity** Common

Armor Points 160 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 50

STR	DEX	CON
18 (+4)	14 (+2)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Iron Nail (Claw), Mega Particle Cannon, Mounted Missile Pods

Upgrade Slots 2

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

MSM-03C Hygogg

(Zeon First Appeared One Year War)

Size Medium **Cost** 350,000

Tags General, Amphibious

Base Evasion 12 **Rarity** Uncommon

Armor Points 150 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 50

STR	DEX	CON
14 (+2)	20 (+5)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Missile Pods, Mounted Beam Cannon, Iron Nail (Claw)

Upgrade Slots 2

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

MSM-04 [TB] Acguy Thunderbolt Ver.

(Zeon First Appeared One Year War)

Size Medium **Cost** 250,000

Tags General, Amphibious

Base Evasion 12 **Rarity** Rare

Armor Points 110 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 50

STR	DEX	CON
12 (+1)	16 (+3)	13 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Missile Pods, Vulcan Gun

Upgrade Slots 2

Special Properties Jamming System - This unit has Advantage on Stealth Skill Checks.



MSM-04 Aeguy

(Zeon First Appeared One Year War)

Size Medium **Cost** 200,000

Tags General, Amphibious

Base Evasion 12 **Rarity** Common

Armor Points 110 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 50

STR	DEX	CON
16 (+3)	12 (+1)	13 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Missile Pods, Iron Nail (Claw), Mega Particle Cannon, Vulcan Gun

Upgrade Slots 2

Special Properties Jamming System - This unit has Advantage on Stealth Skill Checks., Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

MSM-04G Juaggu

(Zeon First Appeared One Year War)

Size Medium **Cost** 350,000

Tags General, Amphibious

Base Evasion 10 **Rarity** Rare

Armor Points 160 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 50

STR	DEX	CON
14 (+2)	18 (+4)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Missile Launcher, Mounted Beam Cannon, Mega Particle Cannon

Upgrade Slots 2

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

MSM-07 Z'Gok

(Zeon First Appeared One Year War)

Size Medium **Cost** 300,000

Tags General, Amphibious

Base Evasion 13 **Rarity** Common

Armor Points 130 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 50

STR	DEX	CON
22 (+6)	10 (0)	14 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Missile Launcher, Mega Particle Cannon, Iron Nail (Claw)

Upgrade Slots 2

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.



MSM-07E Z'Gok-E

(Zeon First Appeared One Year War)

Size Medium **Cost** 400,000

Tags General, Amphibious

Base Evasion 13 **Rarity** Uncommon

Armor Points 145 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 50

STR	DEX	CON
22 (+6)	14 (+2)	15 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Vice Nail (Claw), Mega Particle Cannon, Missile Launcher, Mounted Beam Cannon

Upgrade Slots 2

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

MSM-08 Zogok

(Zeon First Appeared One Year War)

Size Medium **Cost** 350,000

Tags General, Amphibious

Base Evasion 13 **Rarity** Rare

Armor Points 135 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 50

STR	DEX	CON
20 (+5)	14 (+2)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Boomerang Cutter

Upgrade Slots 2

Special Properties Extended Reach - Melee Weapons wielded by this unit gain the Reach property.

MSM-10 Zock

(Zeon First Appeared One Year War)

Size Large **Cost** 450,000

Tags Elite/Custom, Amphibious

Base Evasion 11 **Rarity** Uncommon

Armor Points 200 (Threshold 10) **Armor Die** 1d8

Speed Land: 30, Mid-Air: 0, Zero-G: 0, Amph.: 50

STR	DEX	CON
10 (0)	28 (+9)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Iron Nail (Claw), Mounted Beam Cannon, Mega Particle Cannon

Upgrade Slots 2

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.



MSN-01 Psycommu Test High Mobility Type Zaku II

(Zeon First Appeared One Year War)

Size Medium **Cost** 400,000

Tags Psycommu

Base Evasion 14 **Rarity** Rare

Armor Points 155 (Threshold 10) **Armor Die** 1d8

Speed Land: 0, Mid-Air: 0, Zero-G: 60, Amph.: 0

STR	DEX	CON
16 (+3)	20 (+5)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Mega Particle Cannon, Wire-Guided Remote Weapon

Upgrade Slots 2

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

MSN-02 Zeong

(Zeon First Appeared One Year War)

Size Medium **Cost** 500,000

Tags Elite/Custom, Psycommu

Base Evasion 13 **Rarity** Legendary

Armor Points 200 (Threshold 10) **Armor Die** 1d12

Speed Land: 0, Mid-Air: 0, Zero-G: 50, Amph.: 0

STR	DEX	CON
14 (+2)	22 (+6)	20 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment Mega Particle Cannon, Wire-Guided Remote Weapon

Upgrade Slots 2

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

YMS-15 Gyan

(Zeon First Appeared One Year War)

Size Medium **Cost** 400,000

Tags Elite/Custom

Base Evasion 14 **Rarity** Ultra Rare

Armor Points 147 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
26 (+8)	10 (0)	14 (+2)

Defenses Immune: Psychic, Poison, Resistant: Piercing

Fixed Equipment Missile Shield

Upgrade Slots 2

Special Properties

Variants MS-15C Gyan Cannon



YMS-15E Gyan Eos

(Zeon First Appeared One Year War)

Size Medium **Cost** 400,000

Tags Elite/Custom

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 140 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
20 (+5)	16 (+3)	14 (+2)

Defenses Immune: Psychic, Poison, Resistant: Slashing

Fixed Equipment

Upgrade Slots 2

Special Properties

YMT-05 Hildofr Battle Tank

(Zeon First Appeared One Year War)

Size Small **Cost** 100,000

Tags Combat Craft

Base Evasion 11 **Rarity** Rare

Armor Points 75 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
12 (+1)	20 (+5)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment 120mm Machine Gun, Mounted Cannons, Vulcan Gun

Upgrade Slots 2

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

MSN-001 Delta Gundam

(AEUG First Appeared Gryps Conflict)

Size Medium **Cost** 550,000

Tags Gundam, Variable

Base Evasion 12 **Rarity** Ultra Rare

Armor Points 160 (Threshold 10) **Armor Die** 1d10

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
20 (+5)	26 (+8)	17 (+3)

Defenses Immune: Psychic, Poison, Resistant: Energy

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties Wing Binders - This unit has three charges. As a Bonus Action, this unit may expend a charge to take the Disengage action. Any expended charges are restored during a Long Rest.



FA-010A FAZZ

(AEUG First Appeared Gryps Conflict)

Size Medium **Cost** 600,000

Tags Elite/Custom

Base Evasion 9 **Rarity** Rare

Armor Points 190 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
10 (0)	30 (+10)	24 (+7)

Defenses Immune: Psychic, Poison

Fixed Equipment Hyper Mega Launcher, Mounted Beam Cannon, Missile Launcher, Vulcan Gun

Upgrade Slots 2

Special Properties

FA-010S Full Armor ZZ Gundam

(AEUG First Appeared Gryps Conflict)

Size Medium **Cost** 625,000

Tags Gundam, Elite/Custom

Base Evasion 10 **Rarity** Legendary

Armor Points 190 (Threshold 10) **Armor Die** 1d12

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
14 (+2)	26 (+8)	24 (+7)

Defenses Immune: Psychic, Poison

Fixed Equipment Hyper Mega Launcher, Vulcan Gun, Missile Launcher

Upgrade Slots 2

Special Properties Movable Frame - Any critical hit against this unit becomes a normal hit.

FXA-05D G-Defensor

(AEUG First Appeared Gryps Conflict)

Size Small **Cost** 100,000

Tags Combat Craft

Base Evasion 13 **Rarity** Rare

Armor Points 80 (Threshold 10) **Armor Die** 1d8

Speed Land: 0, Mid-Air: 0, Zero-G: 60, Amph.: 0

STR	DEX	CON
10 (0)	22 (+6)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Missile Pods, Mounted Laser Cannon, Hyper Mega Launcher, Vulcan Gun

Upgrade Slots -

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.



FXA-07GB Neo Core Fighter

(AEUG First Appeared Gryps Conflict)

Size Small **Cost** 90,000

Tags Combat Craft

Base Evasion 14 **Rarity** Uncommon

Armor Points 65 (Threshold 5) **Armor Die** 1d8

Speed Land: 0, Mid-Air: 60, Zero-G: 60, Amph.: 0

STR	DEX	CON
10 (0)	20 (+5)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Missile Pods, Vulcan Gun

Upgrade Slots -

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

MSA-005K Guncannon Detector

(AEUG First Appeared Gryps Conflict)

Size Medium **Cost** 450,000

Tags General

Base Evasion 11 **Rarity** Uncommon

Armor Points 145 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
13 (+1)	24 (+7)	20 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Mounted Cannons, Mounted Laser Cannon

Upgrade Slots 2

Special Properties Sensor Array - This unit has Advantage on Perception Skill Checks.

MSA-0011 S Gundam

(AEUG First Appeared Gryps Conflict)

Size Medium **Cost** 600,000

Tags Gundam, Variable

Base Evasion 13 **Rarity** Legendary

Armor Points 185 (Threshold 10) **Armor Die** 1d12

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
16 (+3)	26 (+8)	23 (+6)

Defenses Immune: Psychic, Poison

Fixed Equipment INCOM, Mounted Beam Cannon, ALICE AI, Vulcan Gun

Upgrade Slots 2

Special Properties Magnetic Coating - When subjected to an effect that allows you to make a Saving Throw to take only half damage, you instead take no damage if you succeed on the Saving Throw



MSA-0011 [Ext] Ex-S Gundam

(AEUG First Appeared Gryps Conflict)

Size Medium **Cost** 650,000

Tags Gundam, Variable

Base Evasion 13 **Rarity** Legendary

Armor Points 195 (Threshold 10) **Armor Die** 1d12

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
16 (+3)	30 (+10)	23 (+6)

Defenses Immune: Psychic, Poison, Resistant: Energy

Fixed Equipment ALICE AI, Mounted Beam Cannon, Vulcan Gun, INCOM

Upgrade Slots 2

Special Properties Magnetic Coating - When subjected to an effect that allows you to make a Saving Throw to take only half damage, you instead take no damage if you succeed on the Saving Throw

MSA-003 Nemo

(AEUG First Appeared Gryps Conflict)

Size Medium **Cost** 400,000

Tags General

Base Evasion 12 **Rarity** Common

Armor Points 130 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
16 (+3)	22 (+6)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties

MSA-005 Methuss

(AEUG First Appeared Gryps Conflict)

Size Medium **Cost** 500,000

Tags General, Variable

Base Evasion 14 **Rarity** Rare

Armor Points 165 (Threshold 10) **Armor Die** 1d8

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

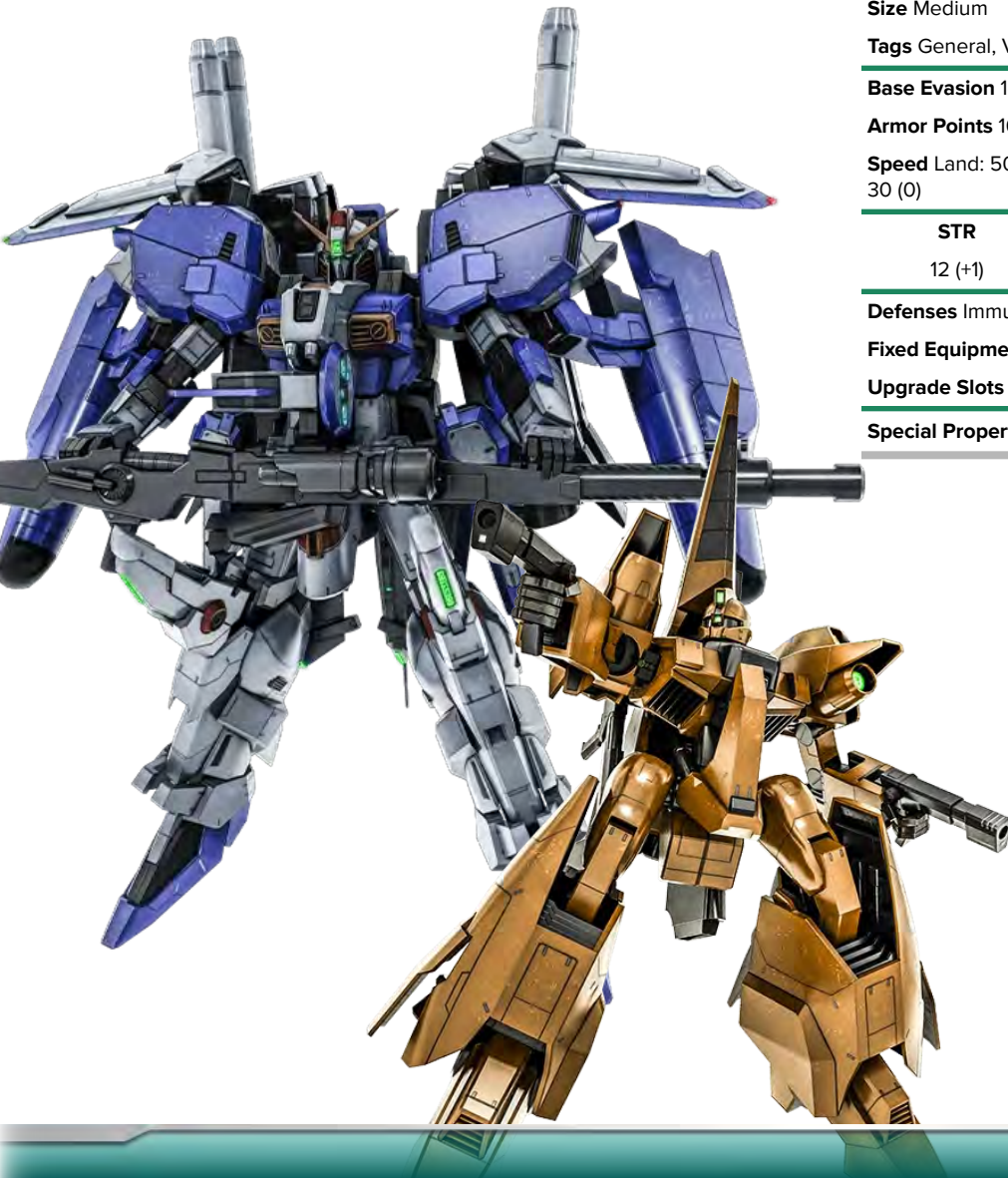
STR	DEX	CON
12 (+1)	26 (+8)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Beam Cannon

Upgrade Slots 2

Special Properties



MSK-008 Dijeh

(AEUG First Appeared Gryps Conflict)

Size Medium **Cost** 550,000

Tags Elite/Custom

Base Evasion 13 **Rarity** Super Rare

Armor Points 170 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
22 (+6)	20 (+5)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties Wing Binders - This unit has three charges. As a Bonus Action, this unit may expend a charge to take the Disengage action. Any expended charges are restored during a Long Rest.

MSN-00100 Hyaku Shiki

(AEUG First Appeared Gryps Conflict)

Size Medium **Cost** 550,000

Tags Gundam, Elite/Custom

Base Evasion 13 **Rarity** Legendary

Armor Points 170 (Threshold 10) **Armor Die** 1d12

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
21 (+5)	21 (+5)	19 (+4)

Defenses Immune: Psychic, Poison, Resistant: Energy

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties

MSZ-006 Zeta Gundam

(AEUG First Appeared Gryps Conflict)

Size Medium **Cost** 600,000

Tags Gundam, Variable

Base Evasion 14 **Rarity** Legendary

Armor Points 185 (Threshold 10) **Armor Die** 1d12

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
20 (+5)	24 (+7)	19 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Bio-Sensor, Mounted Missile Pods, Vulcan Gun

Upgrade Slots 2

Special Properties Movable Frame - Any critical hit against this unit becomes a normal hit.



MSZ-006C1 Zeta Plus C1

(AEUG First Appeared Gryps Conflict)

Size Medium **Cost** 600,000

Tags Variable

Base Evasion 12 **Rarity** Super Rare

Armor Points 160 (Threshold 10) **Armor Die** 1d10

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
20 (+5)	28 (+9)	20 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Laser Cannon, Vulcan Gun

Upgrade Slots 2

Special Properties



MSZ-007 Mass Production Zeta Gundam

(AEUG First Appeared Gryps Conflict)

Size Medium **Cost** 400,000

Tags General, Variable

Base Evasion 13 **Rarity** Rare

Armor Points 155 (Threshold 10) **Armor Die** 1d8

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
18 (+4)	16 (+3)	17 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment

Upgrade Slots 2

Special Properties

MSZ-008 ZII

(AEUG First Appeared Gryps Conflict)

Size Medium **Cost** 600,000

Tags Gundam, Variable

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 175 (Threshold 10) **Armor Die** 1d10

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
16 (+3)	28 (+9)	19 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment

Upgrade Slots 2

Special Properties AMBAC (Active Mass Balance Auto-Control) - This unit has Advantage on Saving Throws against being knocked prone.

MSZ-010 ZZ Gundam

(AEUG First Appeared Gryps Conflict)

Size Medium **Cost** 650,000

Tags Gundam, Variable

Base Evasion 12 **Rarity** Legendary

Armor Points 200 (Threshold 10) **Armor Die** 1d12

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
24 (+7)	22 (+6)	20 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment Hyper Mega Launcher, Vulcan Gun, Missile Launcher, Bio-Sensor

Upgrade Slots 2

Special Properties Movable Frame - Any critical hit against this unit becomes a normal hit.

MSZ-010F G-Fortress

(AEUG First Appeared Gryps Conflict)

Size Medium **Cost** 120,000

Tags Combat Craft

Base Evasion 11 **Rarity** Legendary

Armor Points 100 (Threshold 10) **Armor Die** 1d12

Speed Land: 0, Mid-Air: 60, Zero-G: 60, Amph.: 0

STR	DEX	CON
10 (0)	20 (+5)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Missile Launcher

Upgrade Slots -

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

MSA-004 Nemo II

(AEUG First Appeared Gryps Conflict)

Size Medium **Cost** 450,000

Tags General

Base Evasion 12 **Rarity** Common

Armor Points 142 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
16 (+3)	12 (+1)	17 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties



RMS-099 Rick Dias

(AEUG First Appeared Gryps Conflict)

Size Medium **Cost** 500,000

Tags General

Base Evasion 14 **Rarity** Rare

Armor Points 170 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
15 (+2)	23 (+6)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties

Variants MSA-099 Rick Dias Stutzer

RX-178+FXA-05D Super Gundam

(AEUG First Appeared Gryps Conflict)

Size Medium **Cost** 550,000

Tags Gundam, Elite/Custom

Base Evasion 12 **Rarity** Legendary

Armor Points 180 (Threshold 10) **Armor Die** 1d12

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
12 (+1)	30 (+10)	21 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Missile Pods, Hyper Mega Launcher, Vulcan Gun

Upgrade Slots -

Special Properties

MSA-004K Nemo III

(AEUG, Londo Bell First Appeared Gryps Conflict)

Size Medium **Cost** 500,000

Tags General

Base Evasion 12 **Rarity** Common

Armor Points 155 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
13 (+1)	29 (+9)	17 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Mounted Beam Cannon

Upgrade Slots 2

Special Properties

RMS-179 GM II

(AEUG, Titans First Appeared Gryps Conflict)

Size Medium **Cost** 300,000

Tags General

Base Evasion 12 **Rarity** Common

Armor Points 130 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
16 (+3)	20 (+5)	14 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties



RX-178 Gundam Mk II

(AEUG, Titans First Appeared Gryps Conflict)

Size Medium **Cost** 500,000

Tags Gundam, Elite/Custom

Base Evasion 13 **Rarity** Super Rare

Armor Points 140 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
22 (+6)	20 (+5)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties Movable Frame - Any critical hit against this unit becomes a normal hit.

AMX-003 Gaza-C

(Axis Zeon First Appeared Gryps Conflict)

Size Small **Cost** 400,000

Tags General, Variable

Base Evasion 13 **Rarity** Common

Armor Points 130 (Threshold 10) **Armor Die** 1d6

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
12 (+1)	24 (+7)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment

Upgrade Slots 2

Special Properties

AMX-004 Qubeley

(Axis Zeon First Appeared Gryps Conflict)

Size Medium **Cost** 650,000

Tags Elite/Custom, Psycommu

Base Evasion 14 **Rarity** Legendary

Armor Points 200 (Threshold 10) **Armor Die** 1d12

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

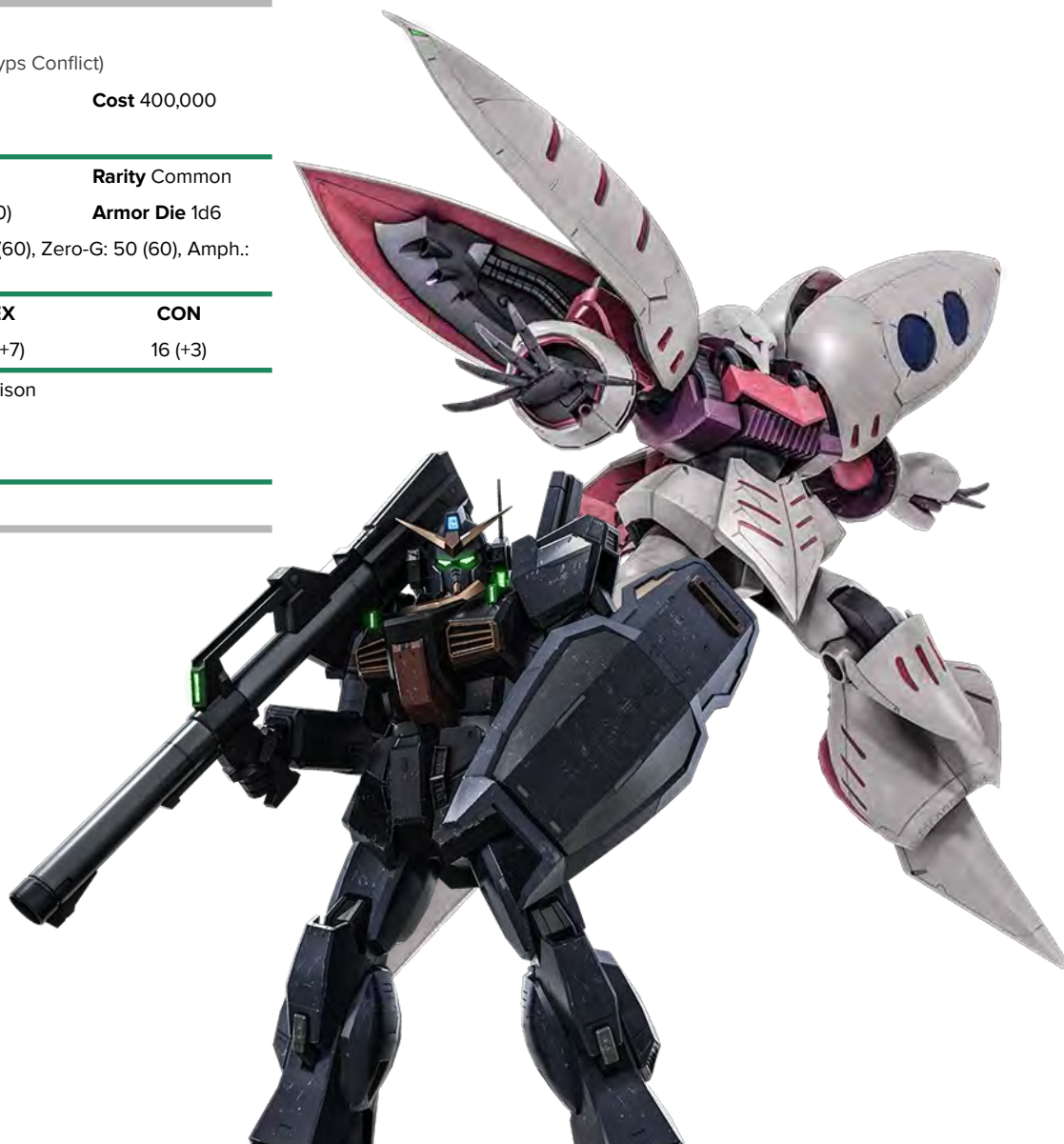
STR	DEX	CON
20 (+5)	28 (+9)	20 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Beam Cannon, Funnels

Upgrade Slots 2

Special Properties AMBAC (Active Mass Balance Auto-Control) - This unit has Advantage on Saving Throws against being knocked prone.



MS-21C Dra-C

(Axis Zeon First Appeared Gryps Conflict)

Size Small **Cost** 200,000

Tags General

Base Evasion 13 **Rarity** Common

Armor Points 90 (Threshold 10) **Armor Die** 1d6

Speed Land: 0, Mid-Air: 0, Zero-G: 60, Amph.: 0

STR	DEX	CON
17 (+3)	10 (0)	12 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties

RMS-106 Hizack

(Axis Zeon, Titans First Appeared Gryps Conflict)

Size Medium **Cost** 400,000

Tags General

Base Evasion 13 **Rarity** Common

Armor Points 150 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
21 (+5)	14 (+2)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment

Upgrade Slots 2

Special Properties

NRX-044 Asshimar

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 550,000

Tags Elite/Custom, Variable

Base Evasion 14 **Rarity** Super Rare

Armor Points 185 (Threshold 10) **Armor Die** 1d10

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 0 (0), Amph.: 30 (0)

STR	DEX	CON
14 (+2)	28 (+9)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment

Upgrade Slots 2

Special Properties



NRX-055 Baund Doc

(Titans First Appeared Gryps Conflict)

Size Large **Cost** 600,000

Tags Elite/Custom, Variable

Base Evasion 12 **Rarity** Ultra Rare

Armor Points 185 (Threshold 10) **Armor Die** 1d10

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
22 (+6)	20 (+5)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Scattering Particle Cannon

Upgrade Slots 2

Special Properties Magnetic Coating - When subjected to an effect that allows you to make a Saving Throw to take only half damage, you instead take no damage if you succeed on the Saving Throw

ORX-005 Gaplant

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 550,000

Tags Variable

Base Evasion 14 **Rarity** Ultra Rare

Armor Points 190 (Threshold 10) **Armor Die** 1d10

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
17 (+3)	25 (+7)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Beam Cannons

Upgrade Slots 2

Special Properties

RX-107 [Rosette]

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 450,000

Tags Elite/Custom

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 160 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
22 (+6)	18 (+4)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Small Scattering Beam Gun

Upgrade Slots 2

Special Properties



RX-121 Gundam TR-1 [Hazel]

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 500,000

Tags Elite/Custom

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 170 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
20 (+5)	22 (+6)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties

RX-121-1 Gundam TR-1 [Hazel Custom]

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 550,000

Tags Elite/Custom

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 175 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
20 (+5)	22 (+6)	20 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Sub-Arm System

Upgrade Slots 2

Special Properties

RX-121-2 Gundam TR-1 [Hazel II]

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 550,000

Tags Elite/Custom

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 160 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
22 (+6)	20 (+5)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Mounted Missile Pods

Upgrade Slots 2

Special Properties

RX-121-3C Gundam TR-1 [Haze'n-thley]

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 550,000

Tags Elite/Custom

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 165 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
22 (+6)	18 (+4)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Mega Particle Cannon, Mounted Missile Pods, Vulcan Gun

Upgrade Slots 2

Special Properties

RX-124 Gundam TR-6 [Woundwort]

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 550,000

Tags Elite/Custom

Base Evasion 14 **Rarity** Ultra Rare

Armor Points 140 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
18 (+4)	22 (+6)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Sub-Arm System, Vulcan Gun

Upgrade Slots 2

Special Properties

ORX-013 Gundam Mk-V

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 650,000

Tags Gundam, Psycommu

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 180 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
25 (+7)	21 (+5)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Beam Cannon, Mounted Missile Pods, INCOM

Upgrade Slots 2

Special Properties

PMX-000 Messala

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 600,000

Tags Elite/Custom, Variable

Base Evasion 14 **Rarity** Legendary

Armor Points 210 (Threshold 10) **Armor Die** 1d12

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
18 (+4)	26 (+8)	21 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Mounted Missile Pods, Mega Particle Cannon, Mounted Beam Cannon

Upgrade Slots 2

Special Properties

PMX-001 Palace Athene

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 550,000

Tags Elite/Custom

Base Evasion 11 **Rarity** Ultra Rare

Armor Points 200 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
14 (+2)	32 (+11)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Beam Cannon, Missile Launcher, Missile Shield

Upgrade Slots 2

Special Properties



PMX-002 Bolinoak Sammahn

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 500,000

Tags Elite/Custom

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 190 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 40, Amph.: 30

STR	DEX	CON
24 (+7)	16 (+3)	19 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Missile Launcher

Upgrade Slots 2

Special Properties Sensor Array - This unit has Advantage on Perception Skill Checks.

PMX-003 The O

(Titans First Appeared Gryps Conflict)

Size Large **Cost** 650,000

Tags Elite/Custom, Psycomu

Base Evasion 13 **Rarity** Legendary

Armor Points 200 (Threshold 10) **Armor Die** 1d12

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
24 (+7)	24 (+7)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Sub-Arm System, Bio-Sensor

Upgrade Slots 2

Special Properties

RGM-79Q GM Quel

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 400,000

Tags General

Base Evasion 13 **Rarity** Uncommon

Armor Points 140 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
20 (+5)	18 (+4)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties

RMS-108 Marasai

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 450,000

Tags General

Base Evasion 13 **Rarity** Common

Armor Points 170 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
18 (+4)	22 (+6)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties



RMS-117 Galbaldy β

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 450,000

Tags General

Base Evasion 13 **Rarity** Common

Armor Points 145 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
24 (+7)	14 (+2)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment

Upgrade Slots 2

Special Properties



RMS-141 Xeku Eins

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 550,000

Tags General

Base Evasion 13 **Rarity** Uncommon

Armor Points 170 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 60, Amph.: 30

STR	DEX	CON
18 (+4)	24 (+7)	21 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Missile Pods, Sturm Faust

Upgrade Slots 2

Special Properties

RMS-142 Xeku Zwei

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 550,000

Tags General

Base Evasion 14 **Rarity** Rare

Armor Points 190 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
18 (+4)	24 (+7)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Sturm Faust, Vulcan Gun, Mounted Missile Pods

Upgrade Slots 2

Special Properties

RMS-154 Barzam

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 450,000

Tags General

Base Evasion 13 **Rarity** Rare

Armor Points 155 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
12 (+1)	26 (+8)	17 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots 2

Special Properties

RX-110 Gabthley

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 600,000

Tags General, Variable

Base Evasion 13 **Rarity** Rare

Armor Points 180 (Threshold 10) **Armor Die** 1d8

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
22 (+6)	22 (+6)	20 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment Mega Particle Cannon

Upgrade Slots 2

Special Properties

RX-139 Hambrabi

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 600,000

Tags Elite/Custom, Variable

Base Evasion 13 **Rarity** Super Rare

Armor Points 170 (Threshold 10) **Armor Die** 1d10

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
24 (+7)	20 (+5)	19 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Sea Serpent

Upgrade Slots 2

Special Properties

RX-160 Byarlant

(Titans First Appeared Gryps Conflict)

Size Medium **Cost** 500,000

Tags Elite/Custom

Base Evasion 14 **Rarity** Rare

Armor Points 160 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 30, Zero-G: 0, Amph.: 30

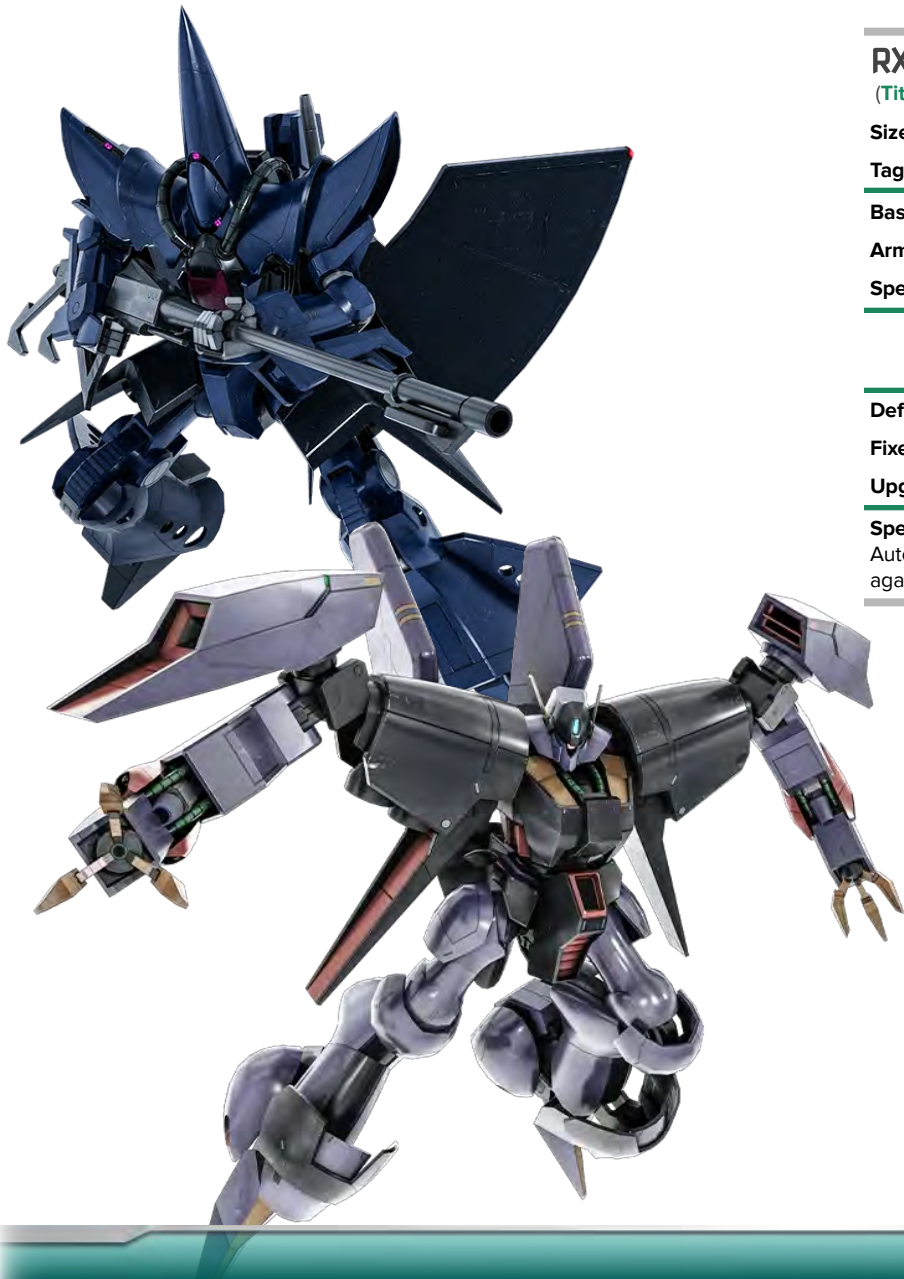
STR	DEX	CON
20 (+5)	22 (+6)	15 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Mega Particle Cannon

Upgrade Slots 2

Special Properties AMBAC (Active Mass Balance Auto-Control) - This unit has Advantage on Saving Throws against being knocked prone.



AMX-004-2 Qubeley II

(Axis Zeon First Appeared Neo Zeon War)

Size Medium **Cost** 650,000

Tags Elite/Custom, Psycommu

Base Evasion 14 **Rarity** Ultra Rare

Armor Points 215 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
26 (+8)	20 (+5)	21 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Beam Cannon, Funnels

Upgrade Slots 2

Special Properties AMBAC (Active Mass Balance Auto-Control) - This unit has Advantage on Saving Throws against being knocked prone.

Variants AMX-004-3 Qubeley II

AMX-006 Gaza-D

(Axis Zeon First Appeared Neo Zeon War)

Size Small **Cost** 450,000

Tags General, Variable

Base Evasion 13 **Rarity** Uncommon

Armor Points 160 (Threshold 10) **Armor Die** 1d8

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
16 (+3)	22 (+6)	17 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment

Upgrade Slots 2

Special Properties

AMX-008 Ga-Zowmn

(Axis Zeon First Appeared Neo Zeon War)

Size Medium **Cost** 500,000

Tags General, Variable

Base Evasion 13 **Rarity** Rare

Armor Points 175 (Threshold 10) **Armor Die** 1d8

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

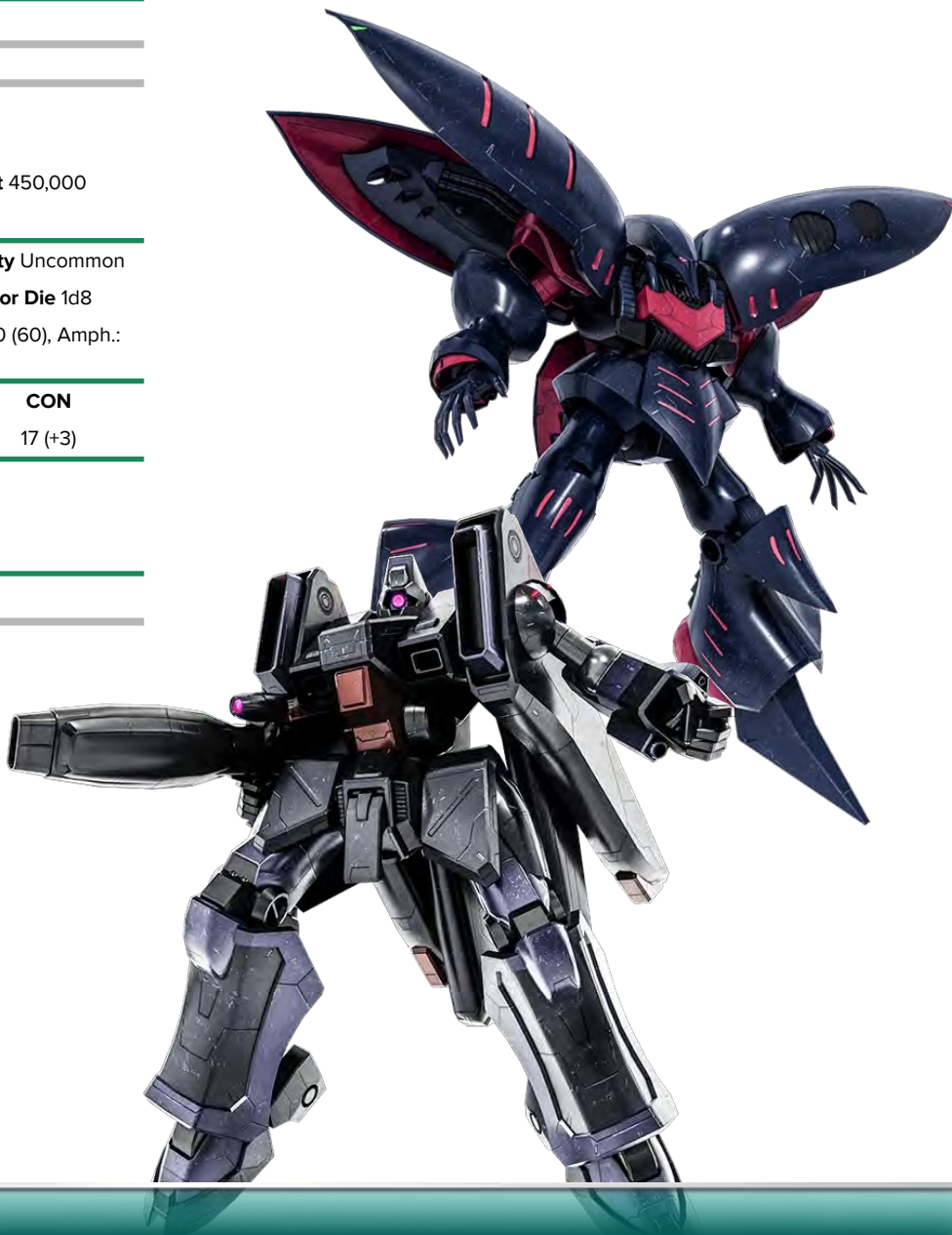
STR	DEX	CON
16 (+3)	25 (+7)	17 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Mounted Missile Pods

Upgrade Slots 2

Special Properties



AMX-009 Dreissen

(Axis Zeon First Appeared Neo Zeon War)

Size Medium **Cost** 550,000

Tags Elite/Custom

Base Evasion 14 **Rarity** Common

Armor Points 210 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
23 (+6)	21 (+5)	20 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment Boomerang Cutter, Mounted Beam Cannon

Upgrade Slots 2

Special Properties

AMX-011 Zaku III

(Axis Zeon First Appeared Neo Zeon War)

Size Medium **Cost** 550,000

Tags General

Base Evasion 13 **Rarity** Rare

Armor Points 185 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
21 (+5)	21 (+5)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Beam Cannon, Vulcan Gun

Upgrade Slots 2

Special Properties

AMX-014 Döven Wolf

(Axis Zeon First Appeared Neo Zeon War)

Size Large **Cost** 600,000

Tags Elite/Custom

Base Evasion 12 **Rarity** Super Rare

Armor Points 190 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
18 (+4)	26 (+8)	21 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment INCOM, Mounted Missile Pods, Mounted Beam Cannon, Vulcan Gun

Upgrade Slots 2

Special Properties



AMX-015 Geymalk

(Axis Zeon First Appeared Neo Zeon War)

Size Large **Cost** 650,000

Tags Psycommu, Elite/Custom

Base Evasion 10 **Rarity** Super Rare

Armor Points 240 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 0

STR	DEX	CON
16 (+3)	28 (+9)	21 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment Funnels, Bits, Mounted Beam Cannon, Mounted Missile Pods, Mounted Laser Cannon, Mega Particle Cannon

Upgrade Slots 2

Special Properties

AMX-017 Qubeley Mass Production Type

(Axis Zeon First Appeared Neo Zeon War)

Size Medium **Cost** 400,000

Tags General, Psycommu

Base Evasion 13 **Rarity** Rare

Armor Points 165 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
17 (+3)	21 (+5)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Beam Cannon, Funnels

Upgrade Slots 2

Special Properties AMBAC (Active Mass Balance Auto-Control) - This unit has Advantage on Saving Throws against being knocked prone.

AMX-101 Galluss J

(Axis Zeon First Appeared Neo Zeon War)

Size Medium **Cost** 500,000

Tags General

Base Evasion 12 **Rarity** Uncommon

Armor Points 175 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
24 (+7)	16 (+3)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Mounted Missile Pods

Upgrade Slots 2

Special Properties



AMX-102 Zssa

(Axis Zeon First Appeared Neo Zeon War)

Size Medium **Cost** 500,000

Tags General

Base Evasion 13 **Rarity** Uncommon

Armor Points 175 (Threshold 10) **Armor Die** 1d8

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
13 (+1)	30 (+10)	19 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Cannons, Vulcan Gun, Scattering Particle Cannon, Mounted Missile Pods

Upgrade Slots 2

Special Properties

AMX-103 Hamma Hamma

(Axis Zeon First Appeared Neo Zeon War)

Size Medium **Cost** 600,000

Tags Psycommu, Elite/Custom

Base Evasion 12 **Rarity** Super Rare

Armor Points 190 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 0

STR	DEX	CON
18 (+4)	24 (+7)	17 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment INCOM

Upgrade Slots 2

Special Properties

AMX-104 R-Jarja

(Axis Zeon First Appeared Neo Zeon War)

Size Medium **Cost** 500,000

Tags Elite/Custom

Base Evasion 13 **Rarity** Super Rare

Armor Points 175 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 0

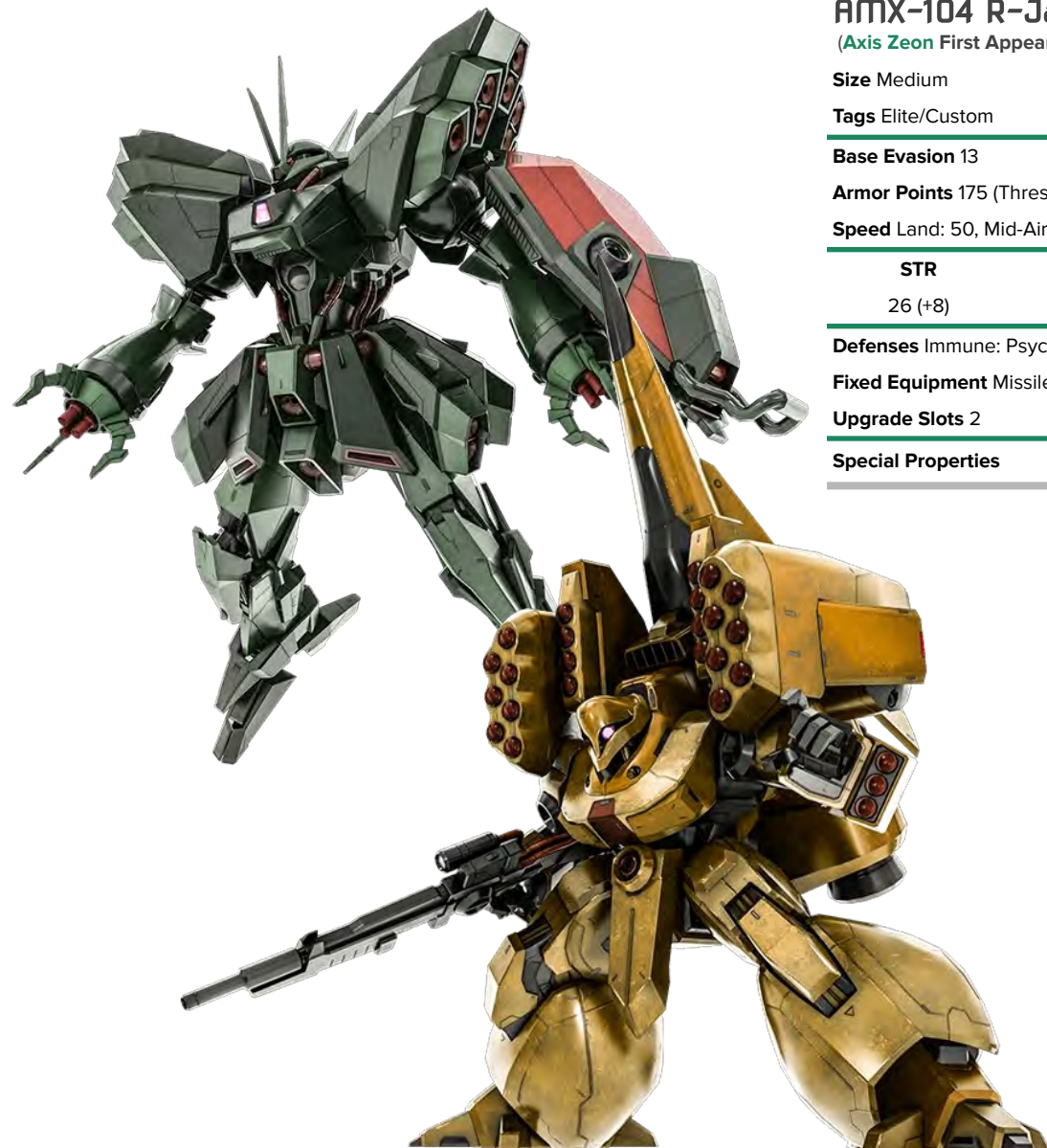
STR	DEX	CON
26 (+8)	14 (+2)	13 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment Missile Shield

Upgrade Slots 2

Special Properties



AMX-107 Bawoo

(Axis Zeon First Appeared Neo Zeon War)

Size Medium **Cost** 550,000

Tags Elite/Custom, Variable

Base Evasion 13 **Rarity** Super Rare

Armor Points 170 (Threshold 10) **Armor Die** 1d10

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
21 (+5)	21 (+5)	19 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Mounted Missile Pods

Upgrade Slots 2

Special Properties Wing Binders - This unit has three charges. As a Bonus Action, this unit may expend a charge to take the Disengage action. Any expended charges are restored during a Long Rest.

AMX-107 Bawoo Mass Production Type

(Axis Zeon First Appeared Neo Zeon War)

Size Medium **Cost** 450,000

Tags Variable

Base Evasion 13 **Rarity** Uncommon

Armor Points 155 (Threshold 10) **Armor Die** 1d8

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
17 (+3)	17 (+3)	15 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Mounted Missile Pods

Upgrade Slots 2

Special Properties

AMX-107A Bawoo Attacker

(Axis Zeon First Appeared Neo Zeon War)

Size Small **Cost** 200,000

Tags Combat Craft

Base Evasion 14 **Rarity** Rare

Armor Points 75 (Threshold 10) **Armor Die** 1d8

Speed Land: 0, Mid-Air: 60, Zero-G: 60, Amph.: 0

STR	DEX	CON
10 (0)	21 (+5)	12 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Missile Pods, Vulcan Gun

Upgrade Slots -

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.



AMX-107N Bawoo Nutter

(Axis Zeon First Appeared Neo Zeon War)

Size Small **Cost** 150,000

Tags Combat Craft

Base Evasion 14 **Rarity** Rare

Armor Points 70 (Threshold 10) **Armor Die** 1d8

Speed Land: 0, Mid-Air: 60, Zero-G: 60, Amph.: 0

STR	DEX	CON
10 (0)	17 (+3)	12 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun

Upgrade Slots -

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

AMX-109 Capule

(Axis Zeon First Appeared Neo Zeon War)

Size Medium **Cost** 500,000

Tags Amphibious, Variable

Base Evasion 12 **Rarity** Uncommon

Armor Points 195 (Threshold 10) **Armor Die** 1d8

Speed Land: 50 (0), Mid-Air: 0 (0), Zero-G: 0 (0), Amph.: 50 (60)

STR	DEX	CON
20 (+5)	20 (+5)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Laser Cannon, Mounted Missile Pods, Vice Nail (Claw)

Upgrade Slots 2

Special Properties

MS-09G Dwadge

(Axis Zeon First Appeared Neo Zeon War)

Size Medium **Cost** 400,000

Tags General

Base Evasion 14 **Rarity** Common

Armor Points 170 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

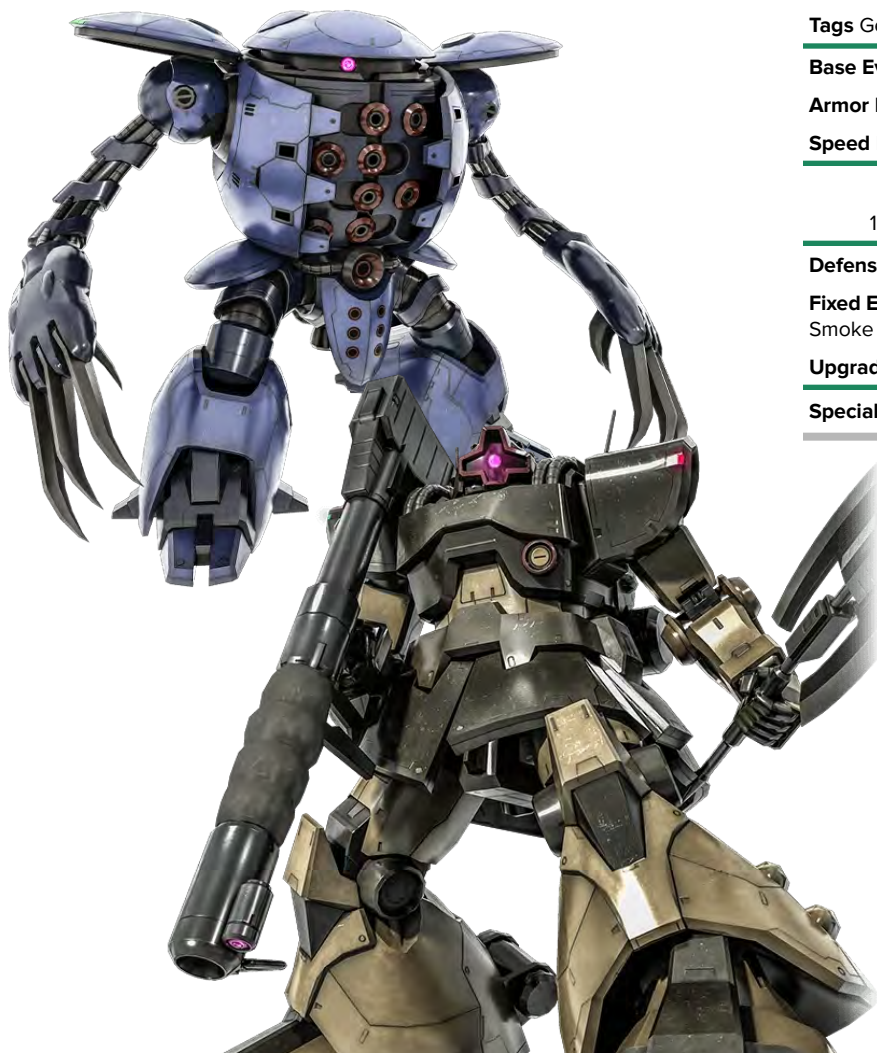
STR	DEX	CON
14 (+2)	22 (+6)	17 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Small Scattering Beam Gun, Smoke Charge, Grenade

Upgrade Slots 2

Special Properties



MS-14J ReGelgu

(Axis Zeon First Appeared Neo Zeon War)

Size Medium **Cost** 500,000

Tags Elite/Custom

Base Evasion 13 **Rarity** Uncommon

Armor Points 160 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
18 (+4)	22 (+6)	17 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Missile Pods

Upgrade Slots 2

Special Properties

AMX-018 [HADES] Todesritter

(Neo Zeon First Appeared Neo Zeon War)

Size Medium **Cost** 650,000

Tags Gundam, Psycommu

Base Evasion 13 **Rarity** Legendary

Armor Points 190 (Threshold 10) **Armor Die** 1d12

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
22 (+6)	24 (+7)	20 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment INCOM, Vulcan Gun, HADES System, Wrist Mounted Machine Gun

Upgrade Slots 2

Special Properties Magnetic Coating - When subjected to an effect that allows you to make a Saving Throw to take only half damage, you instead take no damage if you succeed on the Saving Throw

RGM-89 Jegan

(Londo Bell First Appeared Char's Counterattack)

Size Medium **Cost** 500,000

Tags General

Base Evasion 13 **Rarity** Common

Armor Points 140 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
22 (+6)	22 (+6)	17 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Grenade, Vulcan Gun

Upgrade Slots 2

Special Properties



RGZ-91 Re-GZ

(Londo Bell First Appeared Char's Counterattack)

Size Medium **Cost** 550,000

Tags Elite/Custom, Variable

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 170 (Threshold 10) **Armor Die** 1d10

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
18 (+4)	22 (+6)	17 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Grenade, Mounted Missile Pods

Upgrade Slots 2

Special Properties Movable Frame - Any critical hit against this unit becomes a normal hit.

RX-93 Nu Gundam

(Londo Bell First Appeared Char's Counterattack)

Size Medium **Cost** 700,000

Tags Elite/Custom, Gundam, Psycommu

Base Evasion 14 **Rarity** Legendary

Armor Points 200 (Threshold 10) **Armor Die** 1d12

Speed Land: 30, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
22 (+6)	26 (+8)	21 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Fin Funnels

Upgrade Slots 2

Special Properties Movable Frame - Any critical hit against this unit becomes a normal hit.

RX-93-v2 Hi-Nu Gundam

(Londo Bell First Appeared Char's Counterattack)

Size Medium **Cost** 750,000

Tags Gundam, Elite/Custom, Psycommu

Base Evasion 13 **Rarity** Legendary

Armor Points 215 (Threshold 10) **Armor Die** 1d12

Speed Land: 30, Mid-Air: 0, Zero-G: 50, Amph.: 30

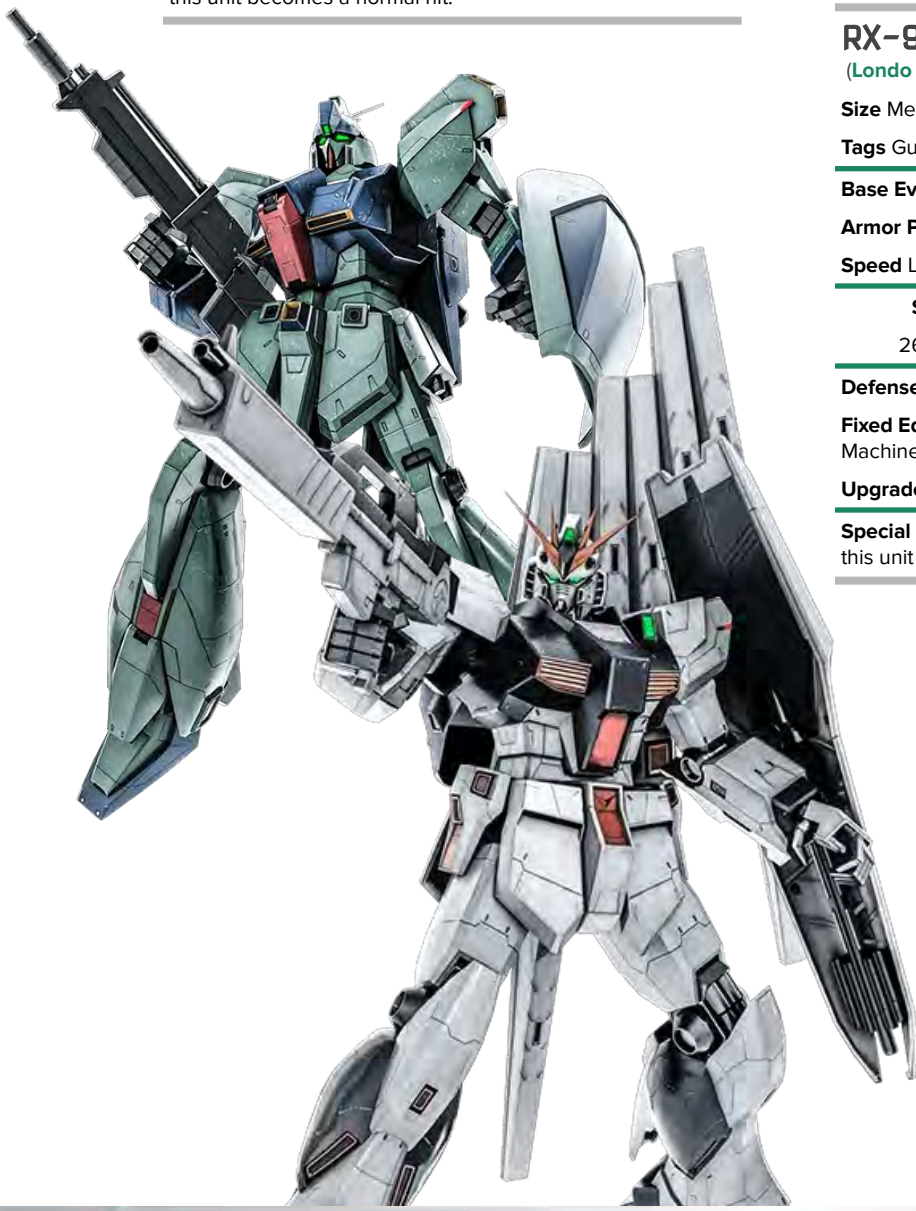
STR	DEX	CON
26 (+8)	28 (+9)	22 (+6)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Fin Funnels, Wrist Mounted Machine Gun

Upgrade Slots 2

Special Properties Movable Frame - Any critical hit against this unit becomes a normal hit.



AMS-119 Geara Doga

(Neo Zeon First Appeared Char's Counterattack)

Size Medium **Cost** 500,000

Tags General

Base Evasion 12 **Rarity** Common

Armor Points 170 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
24 (+7)	12 (+1)	19 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Sturm Faust

Upgrade Slots 2

Special Properties

MSN-03 Jagd Doga

(Neo Zeon First Appeared Char's Counterattack)

Size Medium **Cost** 650,000

Tags Elite/Custom, Psycommu

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 220 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
20 (+5)	26 (+8)	22 (+6)

Defenses Immune: Psychic, Poison

Fixed Equipment Funnels

Upgrade Slots 2

Special Properties

MSN-04 Sazabi

(Neo Zeon First Appeared Char's Counterattack)

Size Medium **Cost** 700,000

Tags Elite/Custom, Psycommu

Base Evasion 13 **Rarity** Legendary

Armor Points 210 (Threshold 10) **Armor Die** 1d12

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
28 (+9)	26 (+8)	22 (+6)

Defenses Immune: Psychic, Poison

Fixed Equipment Scattering Particle Cannon, Funnels

Upgrade Slots 2

Special Properties Movable Frame - Any critical hit against this unit becomes a normal hit.

MSN-04II Nightingale

(Neo Zeon First Appeared Char's Counterattack)

Size Large **Cost** 800,000

Tags Elite/Custom, Psycommu

Base Evasion 12 **Rarity** Legendary

Armor Points 230 (Threshold 10) **Armor Die** 1d12

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
22 (+6)	28 (+9)	24 (+7)

Defenses Immune: Psychic, Poison

Fixed Equipment Mega Particle Cannon, Vulcan Gun, Funnels

Upgrade Slots 2

Special Properties Movable Frame - Any critical hit against this unit becomes a normal hit.



D-50C Loto

(Londo Bell First Appeared Laplace Incident)

Size Small **Cost** 400,000

Tags General, Variable

Base Evasion 12 **Rarity** Common

Armor Points 130 (Threshold 10) **Armor Die** 1d6

Speed Land: 50 (60), Mid-Air: 0 (0), Zero-G: 50 (0), Amph.: 30 (0)

STR	DEX	CON
16 (+3)	22 (+6)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Gatling Guns, Mounted Missile Pods

Upgrade Slots 2

Special Properties

FD-03 Gustav Karl

(Londo Bell First Appeared Laplace Incident)

Size Medium **Cost** 425,000

Tags General

Base Evasion 12 **Rarity** Common

Armor Points 140 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
16 (+3)	20 (+5)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Missile Pods, Vulcan Gun

Upgrade Slots 2

Special Properties

MSN-001A1 Delta Plus

(Londo Bell First Appeared Laplace Incident)

Size Medium **Cost** 725,000

Tags Elite/Custom, Variable

Base Evasion 14 **Rarity** Super Rare

Armor Points 195 (Threshold 10) **Armor Die** 1d10

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
18 (+4)	26 (+8)	17 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Bio-Sensor, Mounted Missile Pods, Vulcan Gun

Upgrade Slots 2

Special Properties

MSZ-006A1 Zeta Plus A1

(Londo Bell First Appeared Laplace Incident)

Size Medium **Cost** 600,000

Tags Variable

Base Evasion 13 **Rarity** Uncommon

Armor Points 180 (Threshold 10) **Armor Die** 1d8

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
22 (+6)	21 (+5)	20 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Mounted Beam Cannon

Upgrade Slots 2

Special Properties

RAS-96 Anksha

(Londo Bell First Appeared Laplace Incident)

Size Medium **Cost** 600,000

Tags Elite/Custom, Variable

Base Evasion 13 **Rarity** Uncommon

Armor Points 190 (Threshold 10) **Armor Die** 1d8

Speed Land: 50 (30), Mid-Air: 30 (60), Zero-G: 0 (0), Amph.: 30 (0)

STR	DEX	CON
16 (+3)	28 (+9)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Beam Cannon, Vulcan Gun

Upgrade Slots 2

Special Properties

RGM-86R GM III

(Londo Bell First Appeared Laplace Incident)

Size Medium **Cost** 400,000

Tags General

Base Evasion 12 **Rarity** Common

Armor Points 145 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
20 (+5)	20 (+5)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Missile Launcher, Vulcan Gun, Mounted Missile Pods

Upgrade Slots 2

Special Properties

Re-GZa Flight Armor

(Londo Bell First Appeared Laplace Incident)

Size Small **Cost** 150,000

Tags Combat Craft

Base Evasion 14 **Rarity** Super Rare

Armor Points 70 (Threshold 10) **Armor Die** 1d10

Speed Land: 0, Mid-Air: 70, Zero-G: 60, Amph.: 0

STR	DEX	CON
10 (0)	17 (+3)	12 (+1)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Beam Cannon, Mega Particle Cannon

Upgrade Slots 2

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.



RGZ-95 ReZEL

(Londo Bell First Appeared Laplace Incident)

Size Medium **Cost** 600,000

Tags General, Variable

Base Evasion 13 **Rarity** Rare

Armor Points 185 (Threshold 10) **Armor Die** 1d8

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
18 (+4)	20 (+5)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Mounted Missile Pods

Upgrade Slots 2

Special Properties

RGZ-95C ReZEL Commander Type

(Londo Bell First Appeared Laplace Incident)

Size Medium **Cost** 650,000

Tags Variable

Base Evasion 13 **Rarity** Super Rare

Armor Points 190 (Threshold 10) **Armor Die** 1d10

Speed Land: 50 (30), Mid-Air: 0 (60), Zero-G: 0 (0), Amph.: 30 (0)

STR	DEX	CON
20 (+5)	20 (+5)	17 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Missile Pods, Vulcan Gun

Upgrade Slots 2

Special Properties

RX-160S Byarlant Custom

(Londo Bell First Appeared Laplace Incident)

Size Medium **Cost** 550,000

Tags Elite/Custom

Base Evasion 14 **Rarity** Rare

Armor Points 170 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 50, Zero-G: 50, Amph.: 30

STR	DEX	CON
20 (+5)	22 (+6)	15 (+2)

Defenses Immune: Psychic, Poison

Fixed Equipment Mega Particle Cannon

Upgrade Slots 2

Special Properties AMBAC (Active Mass Balance Auto-Control) - This unit has Advantage on Saving Throws against being knocked prone.

AMS-129 Geara Zulu

(Sleeves First Appeared Laplace Incident)

Size Medium **Cost** 550,000

Tags General

Base Evasion 13 **Rarity** Common

Armor Points 175 (Threshold 10) **Armor Die** 1d6

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 0

STR	DEX	CON
22 (+6)	20 (+5)	19 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Sturm Faust, Grenade

Upgrade Slots 2

Special Properties

Variants AMS-129 Geara Zulu (Guards Type)

AMS-129M Zee Zulu

(Sleeves First Appeared Laplace Incident)

Size Medium **Cost** 550,000

Tags General, Amphibious

Base Evasion 13 **Rarity** Uncommon

Armor Points 165 (Threshold 10) **Armor Die** 1d8

Speed Land: 50 (40, Mid-Air: 0, Zero-G: 0, Amph.: 50 (60)

STR	DEX	CON
24 (+7)	18 (+4)	19 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Heat Claw

Upgrade Slots 2

Special Properties

AMX-107R ReBawoo

(Sleeves First Appeared Laplace Incident)

Size Medium **Cost** 600,000

Tags Elite/Custom, Variable

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 185 (Threshold 10) **Armor Die** 1d10

Speed Land: 50 (0), Mid-Air: 0 (60), Zero-G: 50 (60), Amph.: 30 (0)

STR	DEX	CON
22 (+6)	22 (+6)	19 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Missile Pods, Mounted Laser Cannon, Grenade

Upgrade Slots 2

Special Properties Wing Binders - This unit has three charges. As a Bonus Action, this unit may expend a charge to take the Disengage action. Any expended charges are restored during a Long Rest.

MS-08TX/S Efreet Schneid

(Sleeves First Appeared Laplace Incident)

Size Medium **Cost** 550,000

Tags Elite/Custom

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 175 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 0, Amph.: 30

STR	DEX	CON
28 (+9)	14 (+2)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Kunai

Upgrade Slots 2

Special Properties Jamming System - This unit has Advantage on Stealth Skill Checks.

MSN-06S Sinanju

(Sleeves First Appeared Laplace Incident)

Size Medium **Cost** 800,000

Tags Elite/Custom, Psycommu

Base Evasion 13 **Rarity** Legendary

Armor Points 220 (Threshold 10) **Armor Die** 1d12

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
26 (+8)	22 (+6)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Grenade

Upgrade Slots 2

Special Properties Propellant Tank/Sturm Booster - This unit has three charges. By expending a charge, this unit may take the Dash Action as a Bonus Action. This effect can only be used once per round. Any expended charges are restored during a Long Rest.



NZ-666 Kshatriya

(Sleeves First Appeared Laplace Incident)

Size Large **Cost** 750,000

Tags Elite/Custom, Psycommu

Base Evasion 13 **Rarity** Ultra Rare

Armor Points 225 (Threshold 15) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
22 (+6)	26 (+8)	19 (+4)

Defenses Immune: Psychic, Poison, Resistant: Energy

Fixed Equipment Mega Particle Cannon, Funnels, Mounted Gatling Guns

Upgrade Slots 2

Special Properties Magnetic Coating - When subjected to an effect that allows you to make a Saving Throw to take only half damage, you instead take no damage if you succeed on the Saving Throw

ARX-14 Silver Bullet

(Vist Foundation First Appeared Laplace Incident)

Size Medium **Cost** 750,000

Tags Elite/Custom

Base Evasion 13 **Rarity** Super Rare

Armor Points 185 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
22 (+6)	19 (+4)	18 (+4)

Defenses Immune: Psychic, Poison

Fixed Equipment INCOM, Vulcan Gun, Wire-Guided Remote Weapon, Grenade

Upgrade Slots 2

Special Properties

ARX-14S Silver Bullet Suppressor

(Vist Foundation First Appeared Laplace Incident)

Size Medium **Cost** 800,000

Tags Elite/Custom

Base Evasion 13 **Rarity** Super Rare

Armor Points 190 (Threshold 10) **Armor Die** 1d10

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
19 (+4)	22 (+6)	20 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment Vulcan Gun, Grenade, INCOM

Upgrade Slots 2

Special Properties

RGM-96X Jesta

(Vist Foundation First Appeared Laplace Incident)

Size Medium **Cost** 550,000

Tags Elite/Custom

Base Evasion 12 **Rarity** Rare

Armor Points 165 (Threshold 10) **Armor Die** 1d8

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
18 (+4)	24 (+7)	16 (+3)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Missile Pods, Vulcan Gun, Grenade

Upgrade Slots 2

Special Properties

Variants RGM-96X Jesta Cannon

RX-0 [N] Banshee Norn

(Vist Foundation First Appeared Laplace Incident)

Size Medium **Cost** 950,000

Tags Gundam, Elite/Custom, Psycommu

Base Evasion 12 **Rarity** Legendary

Armor Points 275 (Threshold 20) **Armor Die** 1d12

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
28 (+9)	26 (+8)	20 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment Mounted Missile Pods, NT-D System, Vulcan Gun, Psycho-Frame

Upgrade Slots 2

Special Properties Movable Frame - Any critical hit against this unit becomes a normal hit.

RX-0 Banshee

(Vist Foundation First Appeared Laplace Incident)

Size Medium **Cost** 900,000

Tags Gundam, Elite/Custom, Psycommu

Base Evasion 13 **Rarity** Legendary

Armor Points 250 (Threshold 20) **Armor Die** 1d12

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
26 (+8)	25 (+7)	20 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment Psycho-Frame, Vulcan Gun, NT-D System

Upgrade Slots 2

Special Properties Movable Frame - Any critical hit against this unit becomes a normal hit.

RX-0 Full Armor Unicorn Gundam

(Vist Foundation First Appeared Laplace Incident)

Size Medium **Cost** 1,000,000

Tags Gundam, Elite/Custom, Psycommu

Base Evasion 12 **Rarity** Legendary

Armor Points 300 (Threshold 20) **Armor Die** 1d12

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
26 (+8)	28 (+9)	21 (+5)

Defenses Immune: Psychic, Poison, Resistant: Energy

Fixed Equipment Psycho-Frame, Mounted Missile Pods, NT-D System, Vulcan Gun

Upgrade Slots 2

Special Properties Movable Frame - Any critical hit against this unit becomes a normal hit.

RX-0 Unicorn Gundam

(Vist Foundation First Appeared Laplace Incident)

Size Medium **Cost** 900,000

Tags Gundam, Elite/Custom, Psycommu

Base Evasion 13 **Rarity** Legendary

Armor Points 250 (Threshold 20) **Armor Die** 1d12

Speed Land: 50, Mid-Air: 0, Zero-G: 50, Amph.: 30

STR	DEX	CON
25 (+7)	26 (+8)	20 (+5)

Defenses Immune: Psychic, Poison

Fixed Equipment Psycho-Frame, Vulcan Gun, NT-D System

Upgrade Slots 2

Special Properties Movable Frame - Any critical hit against this unit becomes a normal hit.



Optional Rules

Ace Pilots

The world of Gundam 5e is a dangerous one, where individual pilots are frail when not protected by the hull of a mobile suit. It's not uncommon for Personnel Combat to turn deadly very quickly, especially at low levels.

If you are looking for a lower stakes game or just to give your main characters a bit of "plot armor," you may choose to allow players to add 1 Hit Die + their Constitution Modifier to their max Hit Points per level, effectively making them into Ace Pilots. Doing so all but guarantees the players will survive every encounter, especially at higher levels, so use this option with caution and consider increasing the damage dealt by Personnel weapons by an amount equal to Proficiency Bonus.

No Newtypes

This is a simple class-restriction rule that restricts players to only martial classes to create a more grounded and realistic campaign compared to the typical Gundam Space Opera.

Durability

When using this rule, shields are given a pool of Armor Points, as outlined in the table below. When a player is targeted by a successful attack, they may choose to make a Reactions Saving Throw with a DC of 15. On a successful Save, all damage is dealt to an equipped Shield (shields do not have any damage type resistance) as opposed to the mobile suit. When a Shield is reduced to 0 Armor Points, it is destroyed and the mobile suit loses the Evasion Bonus granted by that shield.

Shield Type	Armor Points
Light Shield	25
Medium Shield	35
Heavy Shield	50
Shoulder-Mounted	15
Sub-Arm Shield	15

Limb Damage

This is another advanced play option for Game Masters and players who want a grittier, realistic, and more challenging Gundam experience.

To calculate the appendage count and stats for a unit, simply take a standard mobile weapon and add one appendage for the unit's movement (this may be a mobile suit's legs, a tank's treads or a fighter's propulsion system). Add an appendage for each appendage that can carry a weapon (excluding mounted weapons)

RX-00 UNIT NAME

FACTION (First Appeared ERA)

Size Small **Cost** 600,000

Tags General, Elite/Custom

Armor Die 1d6 **Rarity** Common

Speed 50 m Land, 0 m Mid-Air, 50 m Zero-G, 30 m Amph.

STR	DEX	CON
10 (0)	10 (+0)	10 (+0)

Defenses Immune: Psychic, Poison; Resistant: Ballistic

Fixed Equipment Vulcan Gun, Mounted Missile Pods

Upgrade Slots 2

Special Properties Fixed Loadout - This unit cannot equip additional weapons normally. By expending 1 upgrade slot, you may add the Hands-Free tag to any standard Mobile Suit Weapon and mount it to this unit.

Hull (Frame)

Evasion 11

Armor Points 80 (Threshold 10)

Legs (Movement)

Evasion 11

Armor Points 40 (Threshold 5)

- 10 Movement Speed for every 20 damage taken

Right Arm (Armament Slot)

Evasion 11

Armor Points 40 (Threshold 5)

Armament Slots 1

If this appendage is reduced to 0 Armor Points, all armaments equipped may no longer be used.

Left Arm (Armament Slot)

Evasion 11

Armor Points 40 (Threshold 5)

Armament Slots 1

If this appendage is reduced to 0 Armor Points, the unit may no longer wield Two-Handed or Heavy Weapons.

Defense Rolls

Essentially, instead of the GM making attack rolls against the players' static Evasion, the players make defense rolls against the GM's static attack save DC. Implementing this is easy.

Calculating Defense Bonus (Db)

Evasion is replaced with Defense Bonus. This bonus is calculated simply by players taking their Evasion and subtracting 10. If a player had an Evasion of 16, they would have a DB of +6.

Calculating Attack Save Dc

Attack bonuses you find on enemy cards are similarly converted to static values, called the attack save DC. To calculate this DC, simply take the listed attack bonus and add 12 to it. For instance, an enemy Zaku I Sniper attacks with a +4 modifier. Instead, that Zaku would have an attack save DC of 16.

Making The Roll

Instead of the GM making attack rolls, players make defense rolls by rolling a d20 and adding their Defense Bonus. If the roll meets or exceeds the attack save DC, the player successfully defends. If a character fails the defense roll, the attack hits.

If the attacker would normally have advantage on the attack roll, you instead apply disadvantage to the defense roll, and vice versa if the attacker would have disadvantage.

If the defense roll comes up a 1 on the d20, then the attack is a critical hit. If the attacker would normally score a critical hit on a roll of 19 or 20, then the attack is a critical hit on a 1 or 2, and so forth for broader critical ranges.

Similarly, a 20 on the defense roll would automatically be a successful dodge, regardless of the attack save DC.

Saving Throw Checks

Instead of the GM making saving throws against the players' static save DCs, the players roll a saving throw check against the GM's defense save DC.

Calculating Saving Throw Check

If players have their save throw DCs calculated, simply subtract 8 from that value. If your Newtype Talent save DC is 15, your saving throw check modifier is +7.

Calculating Defense Save Dc

Enemy cards also include potential saving throws, which can easily be converted to a defense save DC. Take the appropriate ability score modifier and add 14 to it. If the enemy is proficient in the saving throw (indicated in the saving throw line on the enemy card, if it exists), instead use that value.

Making The Roll

Instead of the GM rolling saving throws for the enemies, players make saving throw checks by rolling a d20 and adding their saving throw check modifier. If the roll meets or exceeds the defense save DC, the target fails the saving throw. If a character fails the the saving throw check, the target successfully saves.

If the defender would normally have advantage on the saving roll, you instead apply disadvantage to the saving throw check, and vice versa if the defender would have disadvantage.

Crueler Criticals

Normally, when you score a critical hit, you roll the damage dice twice and add your modifier once. For instance, if you are wielding a weapon that deals 1d8 damage and is governed by Strength, on a critical hit you deal 2d8 + your Strength modifier damage. Sometimes, poor rolls lead to you doing less damage on a critical hit than a normal hit. For instance, you might roll two 1's on your 2d8, which with your +3 Strength modifier is only 5 damage. This feels lackluster.

With this rule, instead of rolling the damage dice twice, you instead maximize the damage once and then roll the second die. So, using the above example, instead of rolling 2d8 and adding your Strength modifier, you instead roll 1d8, add 8 for the maximum die roll, and then add your Strength modifier. This will make critical hits feel more impactful.

Bonus Action Consumables

Most consumables require an action to use, which makes sense when applying them to others. Allow administering such consumables to yourself as a bonus action, instead. This only applies to consumables that confer a positive benefit, such as a repair kit or first aid kit.

Carrying Capacity

Players and Game Masters are free to get as ridiculous or as grounded as they like as far as Inventory management goes. You're expected to be reasonable when outfitting a mobile suit, as opposed to carrying two dozen rocket launchers and rifles. For those who prefer a stricter and realistic approach however, you may wish to institute a carrying capacity based on Strength (in the case of Personnel) or Constitution (in the case of mobile weapons).

Total Carrying Capacity is $5 +$ the relevant ability modifier. Each "Light" item counts as 1, and each "Heavy" item counts as 2 against this total.

Additional Resources

Character sheets, digital assets, errata, & more can be found at:

<http://www.gundam5e.com>

Please defer to the web information should any discrepancies occur between the website and this document.



Credits/Acknowledgements

This Fifth Edition conversion was written and created by Stephan Bayless.

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Images and art sourced from Gundam Battle Operation 2 and SD Gundam G Generation Genesis video games.

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In no particular order, the following people have contributed greatly to this project and have my thanks.

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“Legion”
Christopher Knittle “DrakmorDigital”
“StrikeDragon”
Seth “Meat Man” Evans
“KnightCaptain”
Tony “ErrorFoolError” de la Cruz



Mobile Weapon Proficiencies

Mobile Weapon Proficiencies

Weapon Proficiencies

Weapon Proficiencies

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RISE, GUNDAM!

It is the year 0079 of the Universal Century. A half-century has passed since Earth began moving its burgeoning population into gigantic orbiting space colonies. A new home for mankind, where people are born and raised. And die.

9 months ago, the cluster of colonies furthest from the Earth, called Side 3, proclaimed itself the Principality of Zeon and launched a war of independence against the Earth Federation. Initial fighting lasted over one month and saw both sides lose half their respective populations. People were horrified by the indescribable atrocities that had been committed in the name of independence.

Eight months had passed since the rebellion began. They were at a stalemate.

Welcome to the war-torn world of Mobile Suit Gundam.



GUNDAM5e.com