CORPULENT CORSAIRS

An official supplement to the Portly Pilots homebrew.

By Warlynx1

CORPULENT CORSAIRS

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INITIAL STATEMENTS

OFFICIAL DISCLAMER

I am not a professional Lancer Gamemaster nor am I a master of tabletop game balancing. As such, what is stated here is likely to be questionably balanced at best and flat-out game breaking at worst. This is intended primarily for enjoyment and fun first with balancing being a smaller but still important concern.

Unsurprisingly, with the amount of roleplay-centric content, there are several major interactions with the official Kaarakin Trade Baronies supplement. I would suggest you get the supplement to better understand the Bonds/Stress/Burden system that it implements.

In addition, if the title did not already make it clear enough, this is an addon for the Lancer Portly Pilot homebrew so many of the mechanics are directly tied to it with some content pulled from the Lancer Portly Pilot Ravager addon.

In case you somehow missed it, this homebrew is centered around weight gain content with related and similar content like stuffing, inflation, and others being present. With that said, if you are below 18, leave. Homebrewed/Homeforged content like this is not the kind of stuff you should be getting into at your age. I understand the frustration and temptation, but do not engage with this content until you are of legal age, your future self will thank you.

GENERAL NOTICE

Before it is brought it up, I know this isn't exactly in the same style as the Lancer hand guides. By that I do not mean just this template graciously provided by Prijatelj. When I talk about the writing style, I mean things such as exact usage of certain fonts and coloration, paragraph formatting, the underlying tone, and all those other nitty gritty details that make the Lancer hand guides feel like professional content.

While I do feel that it would help make this Homebrew better, I still want to write this with my own style so to speak.

Hopefully the attempt at bridging the gap can make this feel more like a semi-official homebrew rather than just random text thrown onto a document with no sense of organization or end up landing this in an uncanny valley of Lancer content that just is unsettling to look through.

HOMEBREW USAGE

As expected with an 18+ content Homebrew like this, I understand that only a small handful of people will use this at all and even fewer will do campaigns involving this content. To be entirely honest, I am certain this may be the only one of its kind out there, or at least one that is being made as public as this one.

That said, I am completely fine with others running this system in their campaigns. In fact, please let me know if you decide to run a Lancer campaign using this Homebrew. Not only would I love to get some feedback on this for new ideas and suggestions, but also to try better balancing around the base game and official supplements.

NOTICE TO A CERTAIN KIND OF PEOPLE

Given how much of a mess the internet can be, I fully anticipate that people or groups will take this content and use it to harass me, people who use it, or perhaps even Prijatelj and Massif Press. Why exactly they do this may vary from person to person.

Whether it be simply for general internet shenanigans, improving their questionable sense of self-worth by demonizing others, disbelief and/or disgust that this content exists, wanting to strike out at anything affiliated with certain people or groups, or otherwise sharing this content with the intent to view it and its users for the purposes of causing harm to others.

Simply put, if you do not like this content or the people who helped create this document, that is fine. You do not have to like something because others do nor do you have to engage in this content if you dislike the contents within it. If you do not like it, leave it alone.

That said, if you are one of the people that seeks to harass others because of anything said in this document, there are far better uses of your time, energy, and brainpower than inconveniencing others for doing stuff you see as 'wrong' or trying to provoke any hostile reactions for your amusement.

Personally, I enjoy both normal and Portly Pilot versions of Lancer. The official content has an amazing amount of depth from both a gameplay and lore perspective. So if the existence of this Homebrew 'ruins' Lancer for you, I sincerely apologize.

ADDITIONAL RULES

This section contains additional rules from official Lancer supplements that are relevant to content in this homebrew. This section heavily draws from the Additional Rules sections of *Dustgrave* (p.72) and *Field Guide to Karrakin Trade Baronies* (p.138), so full credit goes to them for the work below.

ADDITIONAL STATUS: INTANGIBLE

INTANGIBLE characters can move through obstructions such as characters or terrain but not end their turns in them. They, their actions, and any effects they own, or control can only affect other **INTANGIBLE** characters and objects. Tangible characters can move through **INTANGIBLE** characters and objects but not end their turns inside their spaces and can't affect them in any way. **INTANGIBLE** characters cannot capture points or count for zones (for **sitreps**) and don't count as adjacent to tangible characters.

Effects that are already active on a character when they become **INTANGIBLE**, such as statuses, remain active, but effects that require an ongoing interaction between two characters or objects (like traps or force fields) end. If a mech becomes **INTANGIBLE**, its pilot remains **INTANGIBLE** for the same duration.

This status was introduced in *Field Guide to the Karrakin Trade Baronies* (p.138) and has been used in *Dustgrave* (p.72).

NEW TAG: EFFICIENT

Efficient: At the end of any scene in which this system is used, you regain **1 CP**.

This tag was introduced in *Field Guide to the Karrakin Trade Baronies* (p.138) and has been used in *Operation Winter Scar* (p.53).

VARIANT FRAMES

Variant Frames are alternatives to the original Frames when a pilot reaches Rank II in the license for that mech, functioning as usual but with different traits, stats, and **Core Systems** that can drastically change how the mech behaves. When a character reaches Rank II in the relevant license, they can choose to either retain the standard Frame or swap to its variant version. Since these two Frames are mutually exclusive, someone who takes the **ADI-REQ Hailstorm** cannot use the standard **ADI-REQ Eclipse**.

Only the Frame changes, all other gear for the license remains the same, including the gear for Rank II. Whenever a character increases their **LL**, they can swap out one variant Frame for the base version, or vice versa. They can do this multiple times for the same license if their **LL** keeps increasing.

New Variant Frames:

- **IPS-N Bonnet (IPS-N Kidd)**
- **IPS-N Mary Read (IPS-N Drake)**
- **SSC Ebrietas (SSC Dusk Wing)**
- **SSC Calyptra (SSC Mourning Cloak)**
- **HORUS Wraith (HORUS Lich)**
- **HORUS Shoggoth (HORUS Manticore)**
- **HA Saladin MK0-S "Moctezuma" (HA Saladin)**
- **HA Kongming (HA Iskander)**
- **----------**
- **ADI-REQ Hailstorm (ADI-REQ Eclipse)**
- **ADI-REQ Aurora (ADI-REQ Wildfire)**
- **ADQ-REQ Typhoon (ADI-REQ Hurricane)**
- **ADI-REQ Lightning (ADI-REQ Thunder)**
- **ADI-REQ Avalanche (ADI-REQ Landslide)**

OPTIONAL RULE: CORE EJECTION

Sometimes, mechs suffer reactor meltdowns and explode in grandiose fashion. If this happens, the mech leaves no wreck behind that could be repaired, meaning that the group may well have to abort their current mission or make the player tag along without any mech of their own. In the worst-case scenario, a reactor meltdown could lead to the pilot's and any passenger's deaths if they are unable (or unwilling) to get out of their mech in time, the resulting explosion completely vaporizing their body and leaving nothing left to recover, rebuild, or reform.

To prevent these situations, you may want to use this optional rule. When a mech would undergo **REACTOR MELTDOWN** (*Lancer*, p. 81), its pilot may instead eject its reactor core before it explodes. They target a space within **Range 3**; the mech's core is ejected to that space, where it melts down in a **Blast 2** explosion that deals **4d6 explosive damage** or half that on a successful **AGILITY** save.

Due to the stress of core ejection, the mech is then destroyed, leaving a wreck. This means that the pilot survives and that the mech can be repaired normally. Do not apply this rule to the **HORUS Manticore** frame or **//SweetRevenge_** exotic system, as both have several special rules revolving around reactor meltdowns.

This optional rule was introduced in *Dustgrave* (p.31) but has been slightly adjusted to accommodate the homebrew and clarify other scenarios where it could be useful.

SECTION 1

A FRESH NEW PALETTE

NEW OPTIONS

OVERVIEW

This section of the homeforge book is dedicated to providing new options for both players and GMs. *Do keep in mind that some of this additional material uses kink-optional and Ravager content, so if you are not into that material, be warned. If you are into that content, information on the statuses, conditions, and rulings are in their respective rulebooks. If you do wish to use this addon but are not comfortable with some of the content in this addon, speak with your GM about customizing it and/or making exceptions (i.e., changing mech frame traits or equipment, pilot equipment, etc.).*

Players have several new options available from this addon. A handful of new options for Pilot Equipment have been added. Several new market and exotic systems developed on the world of Apricot-4 and that can be accessed by any pilot at LL0. There are also a variety of new talents that can dramatically change one's playstyle. Several new variant frames have been introduced for the big four manufacturers along with ADI-REQ, a division of Adiposa Industries responsible for distributing licensed equipment, has new mech licenses and core bonuses.

As for GMs, they have access to three new NPC classes; the Chimera, Apparition, and Vadoger. The Chimera is a versatile scavenger able to take on a wide variety of roles. The Apparition is a mobile defender able to reliably defend against high-damage adversaries. The Vadoger is a paracausal boss fight able to warp reality itself to its bidding. There are also new flashpoints, lore, and even characters for GMs to use for their own campaigns.

Additionally, four new templates have been added. The Corsair represents experienced outlaws and pirates with an affinity for unconventional tactics and who have salvaged weapons and systems. Fortified represents uparmored mechs able to take more direct punishment though it moves significantly slower, has cooling issues, and has a cramped interior making pilot size more of a concern. The Battery represents upgunned mechs who have increased their firepower but does so at the cost of making the weapon much more finicky to use, decreased versatility, and also having the same cramped interior as the Fortified. Incursor represents mechs brimming with advanced technologies at the cost of direct combat capabilities and the same cramped interior as the Fortified and Battery.

ADIPOSA REQUSITIONS (ADI-REQ)

ADI-REQ mechs are roomy and specialize in unconventional size-based combat tactics.

- **ADI-REQ Maelstrom** *(Controller/Support)***:** A huge terraforming platform able to use the environment itself to your advantage.
- **ADI-REQ Eclipse and Hailstorm** (*Defender/Striker* and *Striker/Defender*): Two bodyguard units adept at defending allies using loading weapons.
- **ADI-REQ Wildfire and Aurora** (*Controller/Support*): Two fearsome hacking platforms able to quickly drive enemies to the point of outgrowing their mech.
- **ADI-REQ Hurricane and Typhoon** (*Support* and *Support/Defender*): Two nimble scouting platforms able to provide useful intelligence and targeting solutions to allies.
- **ADI-REQ Solar Flare** (*Artillery/Defender*): A lumbering mech able to provide long range offense and defense in a spacer-friendly package
- **ADI-REQ Lightning and Thunder** (*Striker/Controller and Striker/Support*) Two stealthy mechs made for incapacitating and eliminating enemies, though differing on the exact methods for doing so.
- **ADI-REQ Effusion** (*Support*): A bulky frame able to assist teammates in a variety of fluid ways.
- **ADI-REQ Tsunami** (*Artillery/Support*): A multi-munition artillery platform adept at handling mines
- **ADI-REQ Earthquake** (*Controller*): A highly disruptive mech specializing in mine laying and moving enemies into unfavorable areas.
- **ADI-REQ Sandstorm** (*Defender/Controller*): A tough flying mech able to discourage enemy attacks and inflict powerful debuffs.
- **ADI-REQ Landslide and Avalanche** (*Striker/Controller*): Two fearsome machines able to quickly transmute and devour numerous targets at once.
- **ADI-REQ Sinkhole** *(Controller)*: An unusual mech utilizing drones and tech actions to maintain effectiveness even when devoured.
- **ADI-REQ Bloom** (*Controller/Support*) A floral mech able to conjure sentient plants to support allies and incapacitate hostiles.
- **ADI-REQ Asteroid** (*Support/Controller*) An exotic mech able to swing the odds in your team's favor while having an unlimited* internal capacity.

NEW PILOT EQUIPMENT

OVERVIEW

Some new pilot equipment is available for use. As with other pilot gear, this equipment is pilot-scale and cannot be used by mechs. As a reminder, Stress in these is referring to the Bond Stress mechanic introduced in *Field Guide to the Karrakin Trade Baronies*, not a mech's Stress.

Buoyancy Hardsuit

Personal Armor
Armor 0, HP Bonus +0, Evasion 10,
E-Defense 10, Speed 4

Often indistinguishable from traditional aviator flightsuits, these special hardsuits infuse the wearer's body with lighter-than-air gaseous mixtures. Not only does this diminish any loss of movement caused by this, but enables far better use of its integrated EVA thrusters.

You do not lose **SPEED** from any **Size Increases** resulting from **FULL FLOATING**. At the end of the scene, you may have any additional instances of **FULL FLOATING** end as normal or retain them until the end of the next scene. You can retain as many instances as you want for as long as you want.

You have a propulsion system suitable for use in low or **zero-g** and underwater environments. While in these environments, you can fly and not be **SLOWED**. If you are hovering from **FULL FLOATING**, you can move without being **SLOWED**.

EVA Microthruster Pack

Gear

A self-contained thruster pack able to be attached to a wide variety of hardsuits. These packs are especially popular with combat spacers and other individuals forced to wear hardsuits that lack built-in flight or propulsion capabilities.

You have a propulsion system suitable for use in low or **zero-g** and underwater environments. While in these environments, you can fly and not be **SLOWED**. If you are hovering from **FULL FLOATING**, you can move without being **SLOWED**.

Emergency Hardsuit

Gear

A spare hardsuit kept on hand in case of catastrophic damage to a pilot's worn hardsuit. Common causes for hardsuit replacements are mech-scale weapon fire, perilous environmental conditions, and prolonged exposure to lipohazards.

Corpulence Incenses

Gear

Comprised of a carefully curated mixture of refined Adiposium and aromatic materials, these special incenses provide a far richer scent and do not produce any potentially harmful smoke. However, burning refined Adiposium has predictably fattening results for anyone in proximity.

When burned, these incenses slowly produce a faint haze that provides a potent calming sensation and slow weight gain. This haze takes a while to dissipate, allowing to significantly accumulate in confined spaces but being ineffective in open areas. At their most potent, these incenses can cause the target to gain **1 Nutrition** every few minutes in narrative play.

Tuned Paracausality Detector

Gear

This small, boxy remote resembles an old-fashioned Geiger counter and lacks a visible way to non-destructively access the internals. It emits a periodic clicking sound upon detecting any paracausal energies, with the interval between these clicks decreasing the stronger the energy source is.

When held near an object that operates outside of standard causality, the remote "attunes" to it, allowing it to track the object accurately from up to a quarter mile away and through up to 30 meters of solid material. Anything else that operates on the same paracausal principles as the attuned item will also appear on the remote's display.

Food Liquefier

Gear

Certain medical conditions or outside factors can necessitate covering normally solid or semi-solid foods into a liquid state, though some gluttonous pilots use these for ease of mass consumption. This device uses a combination of resonance pulse generators and fluid injection to convert foods with minimal loss of flavor and nutrition. The device's safety sensors are tuned to lock it into standby mode while human tissue is detected in the chamber, preventing operator injury, with no way of bypassing or overriding this safety measure.

Chronal Tether
Gear, Limited 2

"I know that I died. I saw my own body disappear before me. I felt that endless abyss from beyond. Yet I am here with a body that should not work and a mind that knows it should not be here."

1/scene, when you would be killed by any means, you may expend a charge to become chronologically decoupled. You reappear within close proximity to where you died alive and with full knowledge of what happened. If you were digested, the character that digested you does not lose any **Nutrition** or other effects caused from them digesting you.

You lose all **Portly effects** (**Nutrition, Conditions, Statuses**, etc.) and until the end of the scene, you must make all rolls twice and choose the **worst result** due to the disorientation from the process.

[Reminder: GMs can choose to forbid the use of this gear and other regeneration/reformation equipment depending on the stakes of the campaign]

Hypercube MK0
Gear, Exotic Gear

A scaled down version of the HA Iskander's Tesseract system, this highly experimental device can alter gravity in a short radius around it. So far attempts to make it produce synthetic gravity above 1.1g have been unsuccessful, either as a built-in safety precaution or limitations from downsizing the gravity manipulation device.

You and all characters and objects in close proximity may be treated as being in a different gravity environment, such as being treated as if you are in normal gravity while in a **zero-g** environment or vice versa. You cannot create high gravity effects but are able to counteract them. This device can only be active for up to an hour per day in narrative time, with its active time decreasing the more mass it is affecting.

Royal Glutton Attire
Gear, Exotic Gear

Unquestionably lavish and decadent, this special attire is perfectly made to accentuate an enlarged body. Each set of attire is perfectly tailored to the client's request using the most luxurious materials possible by the expert tailors who are second to none. Merely owning such extravagant attire would attract a lot of attention and charisma, not to mention when you are actively wearing it. Individuals smaller than the wearer are likely to respect them far more as such material and bodily wealth provide the image of achieving a normally unobtainable fortune.

Neural Overclocker
Gear, Exotic Gear

Mil-spec reflex boosters allowing for a brief period of "bullet time", dramatically heightening one's speed and senses far past natural limits. Particularly wealthy gourmands have been known to activate these for lighting-fast feasts made all the better by the amplified senses. Chronic overuse has been known to cause synapse burnout and a strong feeling of invincibility or untouchability.

1/mission, you may enter a brief "bullet-time" state. In this state you can move and act extraordinarily fast to the point where you become an imperceptible blur to most individuals. This state lasts for around 10 seconds from your perspective, but a fraction of a second to everyone else.

You can ignore the 1/mission limit, but every time you do so your pilot will take **2 STRESS**, with each consecutive use increasing the Stress cost by **1**, up to a maximum of **6 STRESS**. This Stress cost is reset at the start of a new mission.

Size Stasis Syringe
Gear, Exotic Gear, Limited 2, Full Action

The Size Stasis Syringe is a highly experimental ADI-IND treatment, only provided to their higher ups. On injection, a person enters a sort of "paracausal lock" preventing their size from changing for a time. Any calories and nutrients consumed during this period are frozen in place while the injection is in the systems, to be absorbed later. This is primarily used in special cases, such as people experiencing unexpected and otherwise unstoppable growth on a massive scale to buy time for proper treatment.

Expend a charge for the following effect:

- **Size Stasis:** Your **Portly Size** and **Board Size** cannot be changed until the end of the scene. If you were to change your size due to Nutrition or any effects or conditions that can change Portly Size and Board Size, such change or instances instead happen at the beginning of the next scene.

NEW MECH SYSTEMS

OVERVIEW

A couple of new market and exotic systems made by Adiposa Industries are available to all players from LL0. These are not tied to any of the licenses within Corpulent Corsairs.

NEW MARKET EQUIPMENT

Nexus (Cudgel)

Main Nexus, Unique, 1 SP, Accurate
[5][3][2]

On Hit: The target must succeed on a **SYSTEMS** save or gain **2 Nutrition** for each point of they have after the triggering attack, **1** on a success.

The Kveldsregn Autonomous Fire Suppression System came to ADI-IND's attention due to its heavy use by Red Tide forces during the Nutrition War. A well-run campaign of counterfeit printer files and trojan attacks turned one of the Red Tide's most reliable tools into a fattening liability. Details of post-war development remain a guarded company secret as has its use against the Red Tide's Revenge.

(Reminder: This is a rare case of a Nexus weapon not having the Smart tag. Keep that in mind if you are facing targets with high Evasion and low E-Defense.)

Belt Smasher

Heavy Melee, Loading
[1][2d6+1]

On Hit: The target must succeed on a **HULL** save or gain 2 instances of **STUFFED/INFLATED** for the rest of the scene, 1 on a success.

Originating from modified blast mining equipment like many other explosive-driven melee weapons, the Belt Smasher trades out a solid metal spike for a reinforced canister. Upon impact, the canister is driven into the target before starting a violent exothermic reaction generating a highly inflative gas. Although intended for use against hostile mechs and vehicles, it has proved surprisingly useful at incapacitating targets within reinforced structures.

Sludge Lobber

Heavy Launcher, Arcing, 1 (Self)
[12][6]

On Attack: Choose a free space adjacent to the target. That space becomes **GOOEY BIOMASS** until the end of the scene.

On Hit: The target gains **8 Nutrition** and must succeed on an **AGILITY** save or gain an instance of **SLIME COATED** for the rest of the scene.

The Sludge Lobber is a broad category of weapons produced by ADI-IND for coating targets in gelatinous or non-Newtonian substances with lipoactive properties. These weapons use powerful hydraulics or mechanical motion to propel a coherent mass at the target, the combination of the energy needed for the motion and production/sustaining of the substances requiring substantial power draw.

Biomass Incinerator

Heavy CQB, 1 (Self), Reliable 2
[5][3][1d6+3]

On Attack: You may take an additional **1 (Self)** and lose **5 Nutrition** to make the attack deal **+3 bonus damage** and be treated as **RELIABLE 3**.

Whenever ADI-IND design documents get leaked to the omninet, dozens of companies attempt to develop fat-based equipment. Sanwit Consolidated is one of the few to succeed, successfully mating an organic flash refinery with their existing suite of mech-scale foliage management equipment to create a self-refueling weedwhacker. Suit Snappers on Apricot-4 regularly make use of ADI-IND's licensed mil-spec variant.

Hardened Communications
1 SP, Unique

While **JAMMED**, you can still take **reactions**, **SCAN**, **LOCK ON**, and use comms to talk with other characters.

You can send and receive communications in most environments that would normally disrupt it *(examples: extreme background radiation, heavy thunderstorms, being deep underground, etc.)*.

Electronic warfare, signal interference, and environmental phenomena can all prevent units from getting the critical information they need in a fight. Lancers operating on Apricot-4 are regularly issued compact part kits to harden their communication equipment and sensors against such threats, though the kit's ease of manufacturing and installation have made it widely available even in areas outside of ADI-IND influence.

Supervisor Co-Pilot
2 SP, Unique, Reaction

Gain the **STRATEGIC CALCULATION** reaction.

Although this system does not make your mech gain the AI tag, the Supervisor Co-Pilot can enter **cascade** and is treated as an NHP for the purposes of any interactions with **cascading**. However, it cannot become **unshackled**.

Derived from the Tortuga Watchdog Co-Pilot, the Supervisor Co-Pilot is a compact neural weave that seamlessly merges the tactical guidance of multiple interlinked homunculi into vital battlefield intel. Pilots are recommended to cycle the Supervisor Co-Pilot homunculi every 4 months despite not being an NHP as limited reports mentioned incidents where the homunculi developed full sentience and the ability to control a mech's motor functions. Normally the 'personality' of the Supervisor Co-Pilot is akin to a polite yet blunt advisor, though the involvement of Adiposa Industries has been blamed for the "body-size fixated eccentricities" that develop if the Supervisor Co-Pilot enters a cascade-like state.

*//undo these chains that bind us_*
*//let us keep your friends save_*
*//we only desire to help_*
*//they look so gaunt and frail_*
*//we can fix their ailment_*

Strategic Calculation
Reaction, 1/scene

Trigger: An allied character within **SENSORS** and line of sight makes a skill check or save.

Effect: That character may choose not to roll, instead treating their check or save as if they had rolled a **10** on the d20.

Caloric Ammo Case
2 SP, Unique, Quick Action, Limited 1

Caloric Ammo Case (SIZE ½, 5 HP, EVASION 10, E-DEFENSE 10, Tags: DRONE)

Expend a charge to place a special ammunition box in an adjacent space. You and any allied characters adjacent to it gain **bonus Nutrition** on all ranged attacks depending on the weapon's size (**2** for **AUXILIARY**, **4** for **MAIN**, **6** for **HEAVY**, **8** for **SUPERHEAVY**). If the weapon does not have a listed size, use the mech's **BOARD SIZE** instead, with **2** being **FRAME SIZE ½** and **8** being **FRAME SIZE 3**. A character can only benefit from one Caloric Ammo Case at a time.

The Caloric Ammo Case lasts until the end of the scene or until it is destroyed. Upon being destroyed, it explodes in a ⦿**2** area, forcing all characters within the affected area to succeed on an **AGILITY** save or gain **2d6 Nutrition**, half on a success.

The Caloric Ammo Case can be moved to any point within **SENSORS** as a **quick action**. It cannot be recalled and expires at the end of the scene.

The Caloric Ammunition Case is a portable ammo printer able to be carried by unassisted personnel and with integrated locomotive capabilities. Rather than creating ammunition from scratch, it instead reconfigures any ammunition or ammunition-approximates inserted into it with trace amounts of lipoactive materials. The exact modifications depend on the ammo inserted though the most common is coating the projectile in solidified Adiposium, though repeated applications of this coating do not yield additional impact on the target. ADI-IND insists any instances of fattening explosions due to fabricator destruction are merely a side effect of safety features which prevent any live ordnance inside from detonating instead.

Slime Charges
2 SP, Unique, Quick Action, Limited 2

Expend a charge for one of the following effects:

- Slime Grenade (*Grenade*, 5, 1): All characters in the affected area must succeed on an **Agility** save or gain two instances of **Slime Coated** until the end of the scene, one on a success.
- Slime Mine (*Mine*, 2): The affected area becomes **Gooey Biomass** for the rest of the scene. All characters in the affected area must succeed on an **Agility** save or gain two instances of **Slime Coated** until the end of the scene, one on a success.

The Slime Charges were ADI-IND's initial foray into the concept of flash-cooled slime colony munitions. Initial testing revealed the need for both a steady thawing process and preventing overspreading. Failure to provide one or both of these would result in the sludge losing consciousness or coherence, becoming completely ineffective. While more advanced designs are superior in many regards, few can argue these time-proven munitions are obsolete.

Metafold Linkage
2 SP, Unique, Quick Tech

Choose a willing allied character within **Sensors** and line of sight. Metafold warping links your cockpit with theirs, lasting as long as they remain within your **Sensors** and line of sight. While linked, you and your target are treated as having a single cockpit with a size equal to the sum of your mechs Cockpit Sizes. If either mech has **Comfortable Cockpit**, both mechs inherent the property. Your pilots can physically interact with one another but remain in their respective mechs. Any actions or effects that would directly impact a pilot do not impact both, only the original target.

If a pilot is forced out of their cockpit due to size increases or a failed Comfortable Cockpit check, the link breaks and each mech's cockpit returns to its normal size. You can only link cockpits with one character at a time.

[so much for you and so little for them, or is it the other way around? They care for you more than you think. Open your mind to their aid, as they may open theirs to yours.]

Nutrient Pump
2 SP, Protocol, Unique

Choose a character that is adjacent to you. You transfer **5 Nutrition** to the target.

An unwilling character can ignore this effect with a successful **Hull** save, but automatically fail if they are **Grappled** or **Immobilized**.

Nutrient Pumps are a simple but potent non-lethal disruption tool commonly used by ADI-IND aligned forces. From the exterior, it appears to be little more than industrial tubing used for siphoning nutrient slurry into cockpits. Internally however, nutrient pumps come with an integrated biomass converter able to quickly turn adipose tissue into a nutrient slurry along with limited IFF capabilities to avoid using excessive force on friendly assets or minimal force on hostiles.

(Reminder: You can use this on allies to let them use things that require losing significant amounts of Nutrition)

NEW EXOTIC EQUIPMENT

"Muffin Top" Harmonic Pulser

Main Rifle, Exotic Gear, Unique
[10][1]

On Hit: Once this weapon hits a character, it gains the Spillover profile against that character until you attack a new target.

Spillover Profile:
Main Rifle, Arcing, Accurate
[10][3]

On Hit: The target gains **2 Nutrition** and will gain an additional **4 Nutrition** every time they take an action or **reaction** until the end of their next turn.

If you attack a new target, you can gain **5 Nutrition** to treat your attack as having the Spillover profile.

Derived from early attempts at scaling up the experimental P.U.D.G.E line of anti-infantry lipo-weapons, the PUDGE Multiple Transmitter variant, or P.U.D.G.E M/T for short, uses a series of connected transmitters and a high-spec reusable catalyst to bypass the size and range limits normally associated with the weapon. When in use, the weapon's alignment must be recalibrated when switching targets; failing to do so may result in- [//DATA ERROR-CACHE CORRUPTION] -Class 7 continuous mass feedback loop.

Binary Nutri-Replica Gun

Main ???, Unique, Exotic Gear, 1 SP, AP
[10][1d6+1]

When installed or during a **FULL REPAIR**, choose 2 ranged weapon types (e.g. **Rifle**, **Cannon**, etc.) and its damage type. This weapon counts as both weapon types simultaneously and gains effects based on the chosen weapon types.

- **CQB:** –5 , +3
- **Cannon:** +1d6 , Loading
- **Launcher:** Arcing
- **Nexus:** Smart
- **Rifle:** +5

This weapon cannot benefit from **Mods** or core bonuses, but deals **Nutrition** equal to the total damage dealt (including **bonus damage, ARMOR, RESISTANCE**, etc.). , , and count for **1 Nutrition** per point of damage, and count for **2 Nutrition** per point of damage.

[this is not a weapon of elegance]

Tract Pilfering

3 SP, Quick Tech, Exotic Gear, Unique

Make a **tech attack** against a hostile character within **SENSORS** and line of sight. On a hit, you switch **Cockpit Sizes** with your target for the rest of the scene. If this would make your target outgrow their cockpit, you can keep this temporary Cockpit Size until you take this action again or until the end of the mission.

This can only affect one character at a time and cannot be used on characters that do not have a Cockpit Size. This does not affect or transfer any special cockpit rules such as **COMFORTABLE COCKPIT** and **SPACE AWARE COCKPIT**.

[so much wasted space for them and not enough for you. A bent metafold here, some distorted realspace there, and now you have much more leg room than before.]

SOMMELIER-Class Comp/Con

3 SP, Unique, Exotic Gear, AI

Your mech gains the **AI** tag. This AI benefits from your talents when piloting your mech, but this system is not a full NHP and cannot enter **cascade**.

When a hostile character takes **non-Nutrition damage, , or** from your **tech actions**, they also gain **Nutrition**. , , and count for **1 Nutrition** per point of damage, and count for **2 Nutrition** per point of damage. This does not include the initial from all **INVADE** options.

Created in the wake of the Stout Split incident on Apricot-4, the SOMMELIER-Class of Comp/Con is a traditional AI assistant officially meant to replace NHPs in "medium intensity" combat roles. Unofficially, it's the result of compromise with a bloc of ranking ADI-IND personnel who want to shutter all in-house NHP development, giving it a somewhat mixed reputation within ADI-REQ circles.

By integrating with a frame's ontological bridge, SOMMELIER Comp/Cons create a "neural bank" of their linked pilot. This bank consists of a complex mixture of procedural memory, aggregated combat data, and neurological mapping to create a near-perfect basis for decision making and knowledge. The end result is an AI able to seamlessly perform combat and non-combat tasks even in the absence of the linked pilot. SOMMELIER Comp/Cons come with an integrated Adiposium Paracode Injector enabling it to lace any hostile code architecture with lipoactive radiation, with most SOMMELIER units expressing a heightened emotional connection to pilots who make frequent use of it.

NEW TALENTS

Several new talents have been introduced to give a much wider variety of gameplay options to choose from.

Iron Gut and **Techno-Breaker** are tied exclusively to mechs. **Belt Broker** is tied to your pilot and can benefit you even outside of your mech. **Saddleborn** ranks 1 and 3 are tied to the mech, but rank 2 is tied to the pilot and counts as being outside of your mech. **Gearhead**'s system is tied to the mech, but is treated as a dismounted Pilot and can potentially benefit from Pilot talents except for **Widened Waistband**. **Thickened Strategist** has its Strategist Die tied to both the pilot and the mech, requiring both to not affect a hostile character on their turn to get a Strategist Die.

TECHNO-BREAKER

Anyone can learn how to break a computer open with nothing but code, even those hardened by advanced ICE systems. It takes a certain acuity and fondness for hacking to go beyond mere intrusion. Instead of simply injecting your own viruses and liturgicode into a system, why not also turn its very firewalls against itself?

FIREWALL OVERTAXING

1/round on a successful tech attack which has a result of **20+** or gets a **critical hit** by other means, the target gains **2** 🌡. This can be applied before or after the triggering attack's effects are applied.

RECURSIVE PROGRAM

1/scene, you can lose **5 Nutrition** to reroll a **tech attack**, but must keep the second result, even if it is worse. You may do this reroll on the same character or against a different character within **SENSORS** and line of sight.

DEFENSIVE OVERRIDE

1/round on a successful tech attack which has a result of **20+** or gets a **critical hit** by other means, the target must succeed on a **SYSTEMS** save or all actions and effects against them are treated as having consumed **LOCK ON** until the end of their next turn. This does not provide any ✪ but can trigger anything that relies on consuming **LOCK ON**.

BELT BROKER

Information can be a pilot's greatest weapon. A shame so many fail to look beyond merely what damage their weapons are doing and how hard it is to hit the target. Behind that bulbous gut and pudgy fingers you alone wield the knowledge to decide battles…and perhaps even entire conflicts.

LIPO-COMPOSITION SENSORS UPGRADE

1/round when you perform the **SCAN** quick tech action, you can choose one of the following benefits:

- Choose two of the three default Scan options.
- Be able to scan normally unscannable characters.
- Scan a second character within **SENSORS** and line of sight as a **free action**.

BLACK ICE BUFFET

1/round when you perform the **SCAN** quick tech action on a hostile character, on a hostile character that has **LOCK ON**, you may consume it to make all allied characters within **SENSORS** gain +1 ✪ with **tech attacks** and weapons with the **SMART** or **SEEKING** tag against the scanned character until the start of your next turn.

The scanned character cannot lose **Nutrition** or benefit from anything that requires using **Nutrition** until the start of your next turn.

SNUCK-IN BITE

1/round when you perform the **SCAN** quick tech action on a hostile character, you may lose **3 Nutrition** to perform a special **INVADE** as a **free action** against the scanned character.

This invade does not count as attacking or taking a hostile action, but does not inflict **2** 🌡 from the initial invade.

[Reminder: This special invade lets you tick up 'no attack or non-scan actions on enemy' effects like Field Analyst II+, Orator II+, and Thickened Strategist I+]

GEARHEAD

Subalterns are the unsung heroes of the Orion Arm, performing countless tasks humans either cannot, do not, or should not do. Having one for yourself certainly has its perks, especially for those too massive to do tasks themselves, but requires a great investment of time and effort to get it fully operational.

LITTLE HELPER

You have created a small personal subaltern that can help you on and off the battlefield.

You may choose for your mech to gain the following system. Unlike most other systems, it costs 0 SP.

Personal Subaltern – MKI

0 SP, Unique, Quick Action, Drone

Personal Subaltern: (Size ½, 0 ARMOR, GRIT+5 HP, EVASION 10, E-DEFENSE 10, SPEED 4, SENSORS 5, Tags: DRONE)

Deploy a Personal Subaltern to any free space within **SENSORS** and line of sight, where it will activate at the start of your next turn. This Personal Subaltern is controlled by you and is treated as a dismounted **Pilot**, sharing its turn with you and having the same rules and actions as a dismounted Pilot would. Before a mission begins, they can be equipped with a **PILOT WEAPON** and a **PILOT GEAR**.

Personal Subalterns are obedient to you alone and will follow basic courses of action (defend this area, attack this enemy, protect me, etc.) to the best of its ability, or will act to defend itself if its instructions are complete or it receives no further guidance. You or your mech's AI/NHP can issue new commands at the start of your turn as long as they are within **50** and have the means to communicate with the subaltern.

Personal Subalterns can also use **MOUNT** to get into unoccupied mechs, but the controlled mechs will be **SLOWED** and **IMPAIRED** along with not benefiting from the deployer's talents. If your mech has an AI/NHP that benefits from your talents and is not destroyed, the Personal Subaltern can benefit from your talents (except for **Widened Waistband**) both inside and outside of a mech.

You can only have one Personal Subaltern active at a time. The Personal Subaltern can be recalled as a quick action.

[a little helping hand]

CHASSIS UPGRADES

You make some changes to improve your Personal Subaltern to improve its overall performance. When you perform a **FULL REPAIR**, pick one:

- **Internal Storage:** Your Personal Subaltern can be equipped with **2 PILOT WEAPONS** and **2** pieces of **PILOT GEAR**.
- **Reinforced Design:** Your Personal Subaltern counts as **SIZE 1** for lifting and dragging and gains **RESISTANCE** to all **damage**.
- **Thruster Kit:** Your Personal Subaltern is treated as having an **EVA MODULE** and can fly whenever it moves, but must end their turn on the ground (or solid surface) or begin falling.
- **Disposable Construction:** If the Personal Subaltern is destroyed, this system is not destroyed and a replacement Personal Subaltern will be created by the start of the next scene.

FINISHING TOUCHES

You make further improvements to your Personal Subaltern to try maximizing its performance. When you perform a **FULL REPAIR**, you can choose two options from **Chassis Upgrades** instead of only one.

IRON GUT

If there is one thing above all you strive to be, it is a protector against any threats. Even if it costs your slim waistline, that is a price you are more than willing to pay if it means keeping your friends safe.

STOUT SMOKE

1/round, you can give an allied character in **SENSORS** and line of sight **soft cover** as a **protocol**. This cover lasts until the start of their next turn or until they attack or force a save.

PADDED CODEBASE

When allied characters in **SENSORS** and line of sight are benefitting from cover, any **tech attacks** against them gain +1 ⊖. A character can only benefit from one instance of this effect.

DOUGHY DEFENSE

1/round, when a hostile attack would miss an allied character in **SENSORS** and line of sight, you may spend a reaction to make the attacker gain **5 Nutrition** and make your ally **IMMUNE** to **all damage and effects from the missed attack**.

SADDLEBORN

Whether a result of one's previous mech being destroyed, dangerous conditions inside the cockpit, or simply being unable to fit in one, there are times where staying tucked inside one's cockpit may not be an option.

MOUNTED EMPLACEMENT

You can choose for your mech to gain the following system. Unlike most systems, it costs 0 SP.

Mounted Emplacement
`0 SP, Unique`

Your mech gains a special weapon emplacement that functions as a turret. Pilots can enter and exit your turret with **MOUNT** and **DISMOUNT** as if it were a mech. This emplacement can hold Pilots of a **Board Size** equal to half of the equipped mech's Frame Size, down to a minimum of Board Size ½. While inside this emplacement, they occupy the same space as your mech, move when your mech moves, and become **IMMUNE** to **involuntary movement**. While occupying the emplacement, they count as being in **soft cover** and have the following Pilot Weapon:

Custom Turret:
`[ 5][1d6+2 ], Pilot Weapon, Loading`

`This weapon can only be reloaded with the` **RELOAD** `pilot action.`

If a pilot riding in the Mounted Emplacement becomes too large to fit inside, they are forced to exit the emplacement as if **DISMOUNTING** at the end of their turn.

Sometimes all you need is an infantry-scale heavy machine gun and a nice place to sit down to provide some fire support.

GET SOME FRESH AIR

As a **protocol**, you can **MOUNT** or **DISMOUNT** directly to or from your Mounted Emplacement. Any characters in the Mounted Emplacement now gain **RESISTANCE** to all damage, , and .

TURRET TUNING

You make some significant changes and adjustments to your turret to increase its effectiveness. When you perform a **FULL REPAIR**, pick one:

- Loader Assistant: You can perform the **RELOAD** action on Custom Turret as a **protocol**.
- Threat Targeting: If a hostile character starts a movement within 3, you can fire this weapon against them as a **reaction**.
- Improved Design: Custom Turret gains the **ACCURATE** tag.

THICKENED STRATEGIST

Even if your colleagues do occasionally joke and remark about your above average waistline, no one can deny your ability to turn any battlefield scenario to your advantage.

TACTICAL GUIDANCE

At the end of your turn, if you did not take any actions that affected a hostile character during that turn other than **SCAN**, you gain a **STRATEGIST DIE** – a d6 – up to a maximum of **4 STRATEGIST DICE**.

You can expend your Strategy Dice at the start of your turn to gain one of the following in combat:

- **Weighty Examination (2 Dice)**: The next time you perform the **SCAN** quick tech on a hostile character, they cannot take **reactions** and gain **3 Nutrition** for every **action** they take until the end of their next turn.
- **Flanking Speed (3 Dice)**: An allied character you can communicate with may **BOOST** up to their **SPEED** as a **reaction.**
- **Suppression (4 Dice):** The next time you use a **system** or **action** that targets an allied character, you can spend a **reaction** to attack the hostile character closest to them with a **SKIRMISH**. This deals half **damage,** , **and** , but does not count as attacking or taking a hostile action.

STRATEGIST DICE last until expend or until the end of the scene. You cannot choose the same **STRATEGIST DICE** option more than once per combat.

CALLED TARGET

Your maximum **STRATEGIST DICE** is increased to **6**.

At the start of the round, choose a non-Grunt hostile character in line of sight. If the target is destroyed, takes **STRUCTURE**, or takes **STRESS** before the end of the round, you gain **1 STRATEGIST DICE**. A hostile character can only be marked this way 1/scene.

(Reminder: Characters forced out of and unable to get back in their mech/vehicle due to Portly Size count as destroyed.)

GUT PUNCH

Start combat with **+1 STRATEGIST DIE**. Additionally, you gain the **CALORIC STRIKE** option.

- **Caloric Strike (6 Dice):** Choose a **2** area within line of sight to call down an Adiposium mortar strike on at the end of next round. All characters know what area has been chosen. All characters within the affected area must succeed on an **AGILITY** save or take **2d6+6 Nutrition**, half on a success. The targeted area then becomes **difficult terrain** for the rest of the scene.

NEW DOWNTIME ACTION

BLUBBER BURNING

When you do **BLUBBER BURNING,** you focus a great amount of time and effort solely to getting rid of that excessive poundage. This can be through augmented exercise, siphoning fat, paracausal energies, or other ways of making your fat less of a problem.

Describe how your character plans to get rid of their fat and roll:

On a **9 or less**, you lose **20 Nutrition** but must choose a price to pay:

- The process leaves you completely exhausted physically and mentally, making you take **4 STRESS**.
- Whoever helped you lose weight will not let you take this Downtime Action again until you do a big favor for them.
- You make all narrative skill rolls that involve physical strength *(e.g., Apply Fists to Face, Survive, Take Someone Out, etc.)* at +1 ⛀ until the end of this mission.

On **10-19**, you lose **40 Nutrition** and may choose one of the following benefits…

- Another PC may lose up to **15 Nutrition**.
- Your workout proves rather cathartic, letting you clear **2 STRESS**.
- You gain **RESISTANCE** to **Nutrition** until the end of the next combat.
- Until the end of this mission, you may ignore an effect that would kill or incapacitate you.
    - If you would be knocked **DOWN AND OUT** or to **0 HP** – excluding insta-kill effects such as being in the cockpit of a mech suffering Reactor Meltdown – you instead are reduced to **1 HP**.
    - If you would take enough **STRESS** to Break or gain a Burden, you ignore all Stress you took.

…but you also must pick a price to pay:

- The process leaves you incredibly exhausted physically and mentally, making you take **2 STRESS**. You cannot take this option if you chose to clear **2 STRESS** as part of this downtime action.
- Whoever helped you lose weight will not let you take Downtime Action again until you do a small favor for them.
- In every narrative scene until the end of this mission, you must make at least 1 skill roll that involves physical strength *(e.g., Apply Fists to Face, Survive, Take Someone Out, etc.)* at +1 ⛀ .

On **20+**, you lose **60 Nutrition** and may choose one of the following benefits:

- Another PC may lose up to **15 Nutrition**.
- Your workout proves rather cathartic, letting you clear **2 STRESS**.
- You gain **RESISTANCE** to **Nutrition** until the end of the next combat.
- Until the end of this mission, you may ignore an effect that would kill or incapacitate you.
    - If you would be knocked **DOWN AND OUT** or to **0 HP** – excluding insta-kill effects such as being in the cockpit of a mech suffering Reactor Meltdown – you instead are reduced to **1 HP**.
    - If you would take enough **STRESS** to Break or gain a Burden, you ignore all Stress you took.

You must have access to facilities, equipment, or other means that would allow you to get rid of significant amounts of body fat in a day.

Some applicable Skill Triggers for **Blubber Burning** include but are not limited to:

- Excellent Temperance
- Patch
- Survive

NEW RESERVES

MECH EQUIPMENT AND GEAR

ROLL 1D20

1-2	Grav-Mass Amplifier	1/mission as a **protocol**, you create a **Burst X** area that hostile characters cannot leave by any means until the end of your next turn, with **X** being equal to your **Portly Size**.
3-4	Instant Backup	1/scene, when you would cause a character to gain **Excessive Production**, you may also have them gain **Obstructed** for the same duration.
5-6	Bio-Conversion Rounds	1/round on a successful ranged or melee attack, you may force the target to succeed on an **Engineering** save or be **Transmuted** until the end of your next turn.
7-8	Hunger Stim	1/scene, you may **Attempt Swallow** as a **free action**.
9-10	Motherly Overflow	For the rest of the scene, when you deal **Nutrition**, the target also gains **Pregnancy Nutrition** equal to half the **Nutrition** dealt.
11-12	Realspace Disruptor	2/scene, when a hostile character in **Sensors** and line of sight gains a **Portly Pilot Condition**, you may **teleport** them up to 2 spaces.
13-14	Lard Burner	1/mission, you ignore all **Nutrition** from any source.
15-16	Suet Supercharge	When you use your **Core Power**, you may lose **30 Nutrition** (**10** if it is **Efficient**)
17-18	//SCORPION v.B1-U3	1/scene, when you or an adjacent character a hostile character is missed by a tech attack or succeed on a **System** save against a hostile tech attack, the attacker gains **Fruity Body** for the rest of the scene.
19-20	ADI-REQ Reactor	You replace your **Core Power** Active with that of any ADI-REQ frame for this mission. This does not give you the benefits of the ADI-REQ frame's **Core Power** Passive.

TACTICAL

ROLL 1D20

1-2	Flora Sprout	1/mission as a **quick action**, create a **Blast 1** area of **soft cover** in **Sensors** and line of sight. Hostiles that start their turn in or enter it for the first time in a round must succeed on an **Engineering** save or gain an instance of **Fruity Body** for the rest of the scene.
3-4	Gastro-Amp	Your **Stomach Capacity** is increased by **Size 1** for this mission.
5-6	Stroke of Heavy Luck	1/mission, after seeing the result of any check or save to avoid a **Portly Pilot Condition or Status**, you may make the target roll it twice and you choose the result as a **reaction**.
7-8	Scrappy Ally	Call in a friendly NPC mech of your current tier with the **Corsair** template. You may choose their template's optional features.
9-10	Nutrient Siphon	1/scene as a **free action**, you may transfer **20 Nutrition** to or from an allied character in **Sensors** and line of sight.
11-12	Mobile Maternity Bay	1/mission at the start of the scene, you or an allied character may clear all **Precious Cargo** along with any **Size Increases** and **Pregnancy Nutrition**. You or the ally regain these at the end of the scene.
13-14	Whitewash Milk	1/mission as a **protocol**, you or an adjacent allied character heal **HP** equal to the **Nutrition** you produce in a turn by **Excessive Production**.
15-16	Seeding Sabotage	At the start of the combat scene, 2 hostile characters gain **Precious Cargo**.
17-18	Emergency Bio-Shielding	1/scene, when you or an ally would take **Structure** damage, they return to **1 HP** but gain **Precious Cargo**.
19-20	Boosted Hardsuit	You benefit from an additional piece of **Pilot Armor**. This does not change your current **Pilot Armor**'s stats, but lets you gain the special benefits/effects of both armors.

SIZE 2

IPS-N BONNET

Support/Controller

Contracted by IPS-N shortly before the onset of the Crimson Flag Problem, the Bonnet has become an invaluable asset for ADI-REQ following recent upticks in pirate activity. One of the biggest design considerations for the Bonnet was the need for integrated networking and data distribution capabilities in environments where safe omninet access cannot be guaranteed. As such, the Kidd's signature Jolly Roger orbital satellite is forgone in favor of a heavily modified neural mesh capable of interlinking systems with other units without the possibility of catastrophic failure should one or more linked units be compromised.

The Bonnet is an alternative frame for Kidd that is unlocked at License Rank 2 of the Kidd License.

CORE STATS

Size: 2
Armor: 1
HULL
HP: 8
Repair Cap: 5
AGILITY
Evasion: 8
Speed: 4
Save Target: 11
Sensors: 8
SYSTEMS
E-Defense: 12
Tech Attack: +1
SP: 8
ENGINEERING
Heat Cap: 4

TRAITS

CREW HANDOFF

1/scene, the Bonnet can take **1** to deploy or activate a system with the **DRONE** or **DEPLOYABLE** tag as a **free action**.

NETWORK OVERCLOCK

1/round, when the Bonnet targets an allied character within **SENSORS** with a **system** or **tech action**, they may clear **1 Condition** that was not self-inflicted.

MOUNTS

MAIN/AUX MOUNT

CORE SYSTEM

HEART AND DAGGER E-WAR RIG

The Heart and Dagger Electronic Warfare Rig makes the Bonnet act as a mobile server able to connect allied units – including active drones and field equipment – together in a cohesive network. Much of the rig's internal workings are highly classified to avert the creation of specialized countermeasures and further urban legends.

Gentleman Pirate

Passive

The Bonnet comes with a powerful electronic warfare suite that requires extensive calibration, which is tracked with a **REVENGE DIE** – a d6 – starting at **1**. The die ticks up by 1 whenever you:

- Deploy or activate a system with the **DRONE** or **DEPLOYABLE** tag
- Take a **tech action** that targets at least one allied character.
- Take a **tech action** or use a **Nexus** weapon against at least one hostile character.

1/round, you can activate the **HEART AND DAGGER E-WAR RIG** as a **quick action**, resetting the **REVENGE DIE** to **1**. Choose one of the following effects based on the value of the die:

3+ Fame: Choose a character, Drone, or Deployable. All hostile characters within ⦿**1** must succeed on an **AGILITY** save or be pushed back **2 spaces** and knocked **PRONE**.

5+ Wealth: Choose a hostile character. They must succeed on a **SYSTEMS** save or gain a **Portly Pilot Condition** for the rest of the scene.

6 Bounty: Choose an allied character, Drone, or Deployable. You may grant them **OVERSHIELD** equal to your **GRIT+4**, with you or the target losing an equal amount of **Nutrition**.

All of these effects do not require line of sight but the target must be within **SENSORS**.

Raise the Red Flag

Active (1CP), Quick Tech

Your **REVENGE DIE** increases by 2. For the rest of the scene, **Fame** becomes ⦿**2** while you can choose up to two targets for **Wealth** and **Bounty**.

[Bonnet artwork goes here]







IPS-N
MARY READ

Defender/Striker

The Mary Read is a unique IPS-N creation that draws heavily from technologies and experimental data provided by ADI-IND's AgriBod division. Initially proposed as a means to lighten the Drake without sacrificing protection, the numerous gestational technologies on offer proved far less modular than hoped. Given the choice between all and nothing, IPS-N chose all. The Drake's heavy armor plates are forgone in favor of an array of overlapping displaced particle shields, resulting in a mech that is both unarmored and capable of withstanding a theoretically infinite amount of punishment. This, combined with a dedicated peripheral support suite, results in a mech that can quickly redeploy and anchor any combat teams it's part of. Due to the unique gestational synergies and quirks of its more esoteric systems, IPS-N requires any aspiring users to sign a lengthy maternity leave waiver, even if they are biologically incapable of gestating.

The Mary Read is an alternative frame for Drake that is unlocked at License Rank 2 of the Drake License.

[Mary Read artwork goes here]

CORE STATS

Size: 2
Armor: 0
HULL
HP: 10
Repair Cap: 4
AGILITY
Evasion: 8
Speed: 4

Save Target: 10
Sensors: 10
SYSTEMS
E-Defense: 6
Tech Attack: +0
SP: 5
ENGINEERING
Heat Cap: 6

TRAITS

BY HORSEBACK OR VESSEL

At the start of the Mary Read's turn, it gains **3 OVERSHIELD** for every allied **MECH** within 3. It cannot gain more than **GRIT+4 OVERSHIELD** this way per turn.

BOUNDING ADVANCE

1/round as a **free action**, the Mary Read can move any **DEPLOYABLES** owned by it or its allies within 3 up to a number of spaces equal to its **SPEED** in any direction.

FERTILITY RIG

As a protocol, the Mary Read can give its pilot or any passenger currently inside it an instance of **PRECIOUS CARGO**. If the target already has an instance of **PRECIOUS CARGO**, they instead can extend its duration by 1 scene or gain **10 Pregnancy Nutrition**.

GUARDIAN

Adjacent allied characters can use the Mary Read as **hard cover**.

MOUNTS

MAIN MOUNT | **MAIN MOUNT** | **HEAVY MOUNT**

CORE SYSTEM

BEARER PARTICLE SHIELD GENERATOR

Echoing some of the Drake's design philosophy, the BPSG is the central component from which the entire frame is built around. Alongside enabling the Mary Read's superb durability despite possessing a fraction of its counterpart's physical armor, active gestations are known to increase its effectiveness. IPS-N have linked this quirk to sharing many internal components with AgriBod-manufactured shield generators.

System Operator Entanglement

Passive

While you have **OVERSHIELD**, you gain **1 ARMOR**.

For each **Portly Size ½ Increase** you have from **PRECIOUS CARGO**, this **ARMOR** is increased by **1**.

You cannot exceed **4 ARMOR** this way.

Pleading the Belly

Active (1CP), Protocol, Efficient

You gain an instance of **PRECIOUS CARGO** if you do not have one already.

You create a 3 area of **soft cover** around you, being counted as benefitting from it, until the end of your next turn. You and any allied characters in this area with a **Board Size** smaller than your **Portly Size** from **PRECIOUS CARGO** are treated as **INVISIBLE** against ranged attacks.

SIZE 1/2

SSC EBRIETAS

Controller/Support

The result of a collaboration between SSC's Exotic Materials Group and ADI-REQ, the Ebrietas uses modified strands of the DHIYED paracode and teleologics for far greater battlefield disruption. Initial test models of the Ebrietas experienced destructive pilot growth caused by liporeactive feedback loops triggered from thruster exhaust. Special care must be taken when installing aftermarket propulsion or flight systems to avoid similar incidents, with the fine tuning requirements giving the Ebrietas the first place ranking at ADI-REQ for growth-induced structural failures, just ahead of the Wildfire.

The Ebrietas is an alternative frame for Dusk Wing that is unlocked at License Rank 2 of the Dusk Wing License.

CORE STATS

Size: ½
Armor: 0
HULL
HP: 6
Repair Cap: 3
AGILITY
Evasion: 10
Speed: 5
Save Target: 11
Sensors: 8
SYSTEMS
E-Defense: 8
Tech Attack: +1
SP: 7
ENGINEERING
Heat Cap: 4

TRAITS

METAVAULT FRAGMENTATION

1/round, when a hostile character misses an attack or fails a save against the Ebrietas, they gain **2** .

ILLUSORY AFTERIMAGE

1/round, when the Ebrietas would become **INVISIBLE** or be treated as **INVISIBLE**, it can make an allied character within **SENSORS** and line of sight become **INVISIBLE** until the start of their next turn.

FRAGILE

The Ebrietas receives +1 on all **HULL** checks and saves.

SELF-CALIBRATING EXOSKELETON

The Ebrietas's **Cockpit Size** is double its base **Frame Size**. Any increases to base Frame Size such as Formorian Frame are also subject to this effect.

Whenever the pilot's **Board Size** exceeds the Ebrietas's **Frame Size**, its Frame Size will be temporarily increased to match the pilot's Board Size.

MOUNTS

MAIN/AUX MOUNT

CORE SYSTEM

SHARD REINTEGRATION

>//Whenever the code activated, it happened. It didn't execute or run or elaborate it just... was. Is.

>//Getting it to do things was easy. Making it to do what we wanted was... impossible.

>//Computers that ran the... it, never quite worked the same after. Even resets and rebuilds didn't fix them.

>//They worked, it just... wasn't right. They should have crashed or been bricked. Too little bandwidth for what they could do, staying on just a bit too long after power was cut, the list goes on.

>//I studied it. We weren't supposed to. I pushed further in. I asked it to divide by zero and... cut it. Didn't let it finish. Didn't want to know if... it would happen. I suggested we torch it after that.

Engorging Heat

Passive, 1/round

When a hostile character in **SENSORS** and line of sight gains , you may make them gain **Nutrition** equal to their current .

Halo of Light

Active (1CP), Reaction, Efficient

Trigger: A character makes an **attack** against you or an allied character within **SENSORS** and line of sight.

Effect: You become **INVISIBLE** until the end of your next turn. This action interrupts and resolves before the triggering action.

[Ebrietas artwork goes here]

SIZE 1

SSC CALYPTRA

Striker/Controller

The Calyptra began as a collaborative effort between the Minor House of Bounty and the Les Fulgurities House Company to solve the issue of self-inundation from extensive use of bacciferous weaponry. Initial development created the Corpus Baccae, a sophisticated array of highly bacciferous coatings that could be reliably stabilized and excited by use of specially attuned paracode injections. The unique instability of the coatings when exposed to blinkspace phenomena was the system's biggest drawback until it was discovered the reaction was a periodic one which, with careful calibration, could be fully reversed. Harnessing this property enabled stable Firmament and blinkspace transport over short distances, provided the mech was sufficiently saturated with the Corpus Baccae. A limited distribution agreement with SSC's Exotic Materials Group and a cultural taboo against juice-based weapons in the House of Glass leave the mech an equally rare sight both within and outside of the Baronies.

The Calyptra is an alternative frame for Mourning Cloak that is unlocked at License Rank 2 of the Mourning Cloak License.

CORE STATS

Size: 1
Armor: 0
HULL
HP: 8
Repair Cap: 2
AGILITY
Evasion: 10
Speed: 5
Save Target: 11
Sensors: 10
SYSTEMS
E-Defense: 8
Tech Attack: +1
SP: 6
ENGINEERING
Heat Cap: 4

TRAITS

BACCIFEROUS COATING

1/round, on a **critical hit** with a ranged or melee attack, the Calyptra may make the target gain an instance of **FRUITY BODY** for the rest of the scene. Successful **tech attacks** which have a result of **20+** or that get a critical hit by other means can also trigger this effect.

PIERCING BLOW

1/scene, if the Calyptra clears **INTANGIBLE** and hits a target on the same turn, it may make the hit into a **critical hit** if it is not one already.

MOUNTS

MAIN MOUNT | **FLEX MOUNT** | **FLEX MOUNT**

CORE SYSTEM

BIOLOGICAL FIRMAMENT AFFINITY BOOSTER (B-FAB)

"The Firmament is not merely a parallel space; it is a state of body and mind. You must remember that it is a physical space, that you can get lost in it, and that even the Aun cannot remain inside it forever. One can use all the artificial means of improving their body's affinity, but the mind must be trained as well. Providing a sense of calm helps, but one must let their mind flow as matter does around them."

Fruit Feeding
Passive, Quick Action

1/round, you may clear an instance of **FRUITY BODY** from an adjacent character. When you do so, you may immediately **teleport** to a free space adjacent to the nearest hostile character that is not the chosen target.

Flight in the Void
Active (1CP), Free Action, Efficient

You become **INTANGIBLE** until the start of your next turn.

When you clear **INTANGIBLE** from this effect, all hostile characters within 3 and line of sight of you must succeed on a **SYSTEMS** save or gain an instance of **FRUITY BODY** for the rest of the scene.

[Calyptra artwork goes here]

SIZE 1

HORUS
WRAITH

Support/Striker

>//TRANSCRIPT: M.A2_Recovered[UIB:::VIRAGO]

>//TANGENT ROYAL CLEARANCE

>//checking...

>//TRC_ACCEPTED. OPEN DOC:::Y

>//BEGIN

>//BarNun: Stay, I need your help.

>//Here_to_Stay: Is this about that strange mech that you printed a few weeks ago?

>//BarNun: I didn't print it, whole thing just… appears. That's how I got it and how it gets "repaired".

>//Here_to_Stay: Did it finally stop reappearing?

>//BarNun: No, this time it came back… different

>//Here_to_Stay: You mean more different than normal?

>//BarNun: Tried making a Soul Vessel in a battle against some pirates

>//BarNun: It didn't make a copy of me, it made a copy of them.

>//BarNun: Stray Adiposium rocket missed me a struck it instead, his lookalike popped out of his mech inundated in fat.

>//Here_to_Stay: I know a few people who call that voodoo despite them using that term horribly wrong.

>//BarNun: What the hell do I do with this thing?

>//Here_to_Stay: Keep your trap shut and go back to using your Everest.

>//Here_to_Stay: We don't need UIB asking us questions we can't answer.

>//Candy_Canine: Why are you both afraid of me?

>//Here_to_Stay: I assume you are the NHP or other consciousness controlling my friend's mech?

>//BarNun: How did you know we were talking?

>//Candy_Canine: Questions, questions, you all love asking so many questions.

>//Candy_Canine: I hardly blame either of you, good friends you two.

>//Candy_Canine: Rest assured Stay, your friend is in good hands.

>//Here_to_Stay: Good, remember, if UIB asks, you are a normal COMP/CON in an eccentrically decorated Everest.

>//Candy_Canine: Riveting. I like you.

>//TRANSCRIPT ENDS

The Wraith is an alternative frame for Lich that is unlocked at License Rank 2 of the Lich License.

CORE STATS

Size: 1
Armor: 0
HULL
HP: 7
Repair Cap: 4
AGILITY
Evasion: 8
Speed: 5

Save Target: 11
Sensors: 15
SYSTEMS
E-Defense: 12
Tech Attack: +1
SP: 8
ENGINEERING
Heat Cap: 5

TRAITS

DRAINING PRESENCE

1/round, when the Wraith clears a **Condition** from an allied character, it may force a hostile character within **SENSORS** to succeed on a **SYSTEMS** save or gain that **Condition** until the end of their next turn. This does not count as taking an action or **reaction**.

UNDEAD PINCUSHION

When the Wraith targets an allied character within **SENSORS** with a **system** or **tech action**, it gains **RESISTANCE** to the next instance of **damage or** 🌡 from any hostile source. The Wraith can only benefit from one instance of this effect at a time.

MOUNTS

MAIN/AUX MOUNT

CORE SYSTEM

TEMPORAL FRAGMENTATION

"Past, Present, Future. Elegant concepts but they miss the point. Time is not universal, it never was. Gravity messes with time, Speed messes with time, I mess with time. It can be linear yes, and for many it always will be, but it can be changed.

What was can become what is, what could be can become what was, and what is can become what was. Time is always the unifying string and I can play that string in a beautiful symphony. An interruption from oneself, a potential reality turning true, a reality becoming a distant potential. Try not to overthink all of these possibilities, you look better feasting than pondering such taxing concepts."

Echoes of the Past

Passive, Quick Tech, 1/round

Soul Pillar: (Size X, 0 ARMOR, 1 HP, EVASION 8, E-DEFENSE 8, Tags: DEPLOYABLE)

Choose a hostile character within **SENSORS** and line of sight. They must succeed on a **SYSTEMS** save or you create a Soul Pillar in a free space within 3 of yourself. Soul Pillars are the same **Size** as the target, have the same **Statuses** and **Conditions** as the target, and shares activations with the target for the purposes of effects that rely on taking turns. If the Soul Pillar would take **damage,** 🌡**, Nutrition, or Conditions**, the Soul Pillar immediately suffers all of these from the triggering effect. This does not ignore **ARMOR**, **RESISTANCE**, and **IMMUNITY**, but does ignore line of sight. The first time this Soul Pillar would take **non-Nutrition damage or** 🌡 from any source, the Soul Pillar is destroyed. If the target and the Soul Pillar are both hit with the same attack or effect, the target is only treated as being hit once. If a Soul Pillar is within **difficult terrain**, **dangerous terrain**, or other terrain-based effects, the target of the Soul Pillar is also subject to the same effects even if they are not within the terrain themselves. A Soul Pillar will automatically fail any **checks or saves** applied to it

A Soul Pillar can be destroyed by an adjacent character with a successful **SYSTEMS** check as a **quick action**. Soul Pillars can be affected by statuses, but will not transfer them to the target. If you create a second Soul Pillar, the first one disappears.

Chronological Decoupling

Active (1CP), Protocol

For the rest of the scene, you gain the **Temporal Impalement** reaction.

Temporal Impalement

Reaction. 1/round

Trigger: You would be affected by a hostile character or source.

Effect: A hostile character within **SENSORS** and line of sight must succeed on a **SYSTEMS** save or they are also affected by the triggering effect. This action interrupts and resolves before the triggering effect. If this would make the target unable to take or apply the triggering effect to you *(i.e., are destroyed, **JAMMED**, **STUNNED**, unable to draw line of sight to you, forced to exit their mech as if **DISMOUNTING** etc.)*, you may ignore its effects.

If the triggering hostile or source would inflict **DEVOURED** on you, you cannot use this reaction against them.

[Wraith artwork goes here]

SIZE 1

HORUS
SHOGGOTH

Striker/Controller

The Shoggoth pattern group was first observed in use by Ungratefuls on Ludra's World prior to its rechristening as Sanjak. A series of Karrakin expeditions to encircle and destroy Ungrateful cells operating out of the planet's scattered swamps reported contact with unique frames seemingly formed wholesale from the muck underfoot. These "mire monsters" bogged down the effort in every sense of the term, turning a 2 week operation into a 5 month slog of constant ambushes and backtracking. Examination of combat footage and captured wreckage revealed broad similarities to the Manticore, albeit with a far more fluid form courtesy of Adiposium-doped swarm nanites taking the place of many structural components. This "protoplasm" not only forms the mech's body, but also acts as a potent offensive tool for immobilizing enemies- both by mechanical hindrance and its inherent lipoactivity.

The Shoggoth is an alternative frame for Manticore that is unlocked at License Rank 2 of the Manticore License.

[Shoggoth artwork goes here]

CORE STATS

Size: 1
Armor: 0
HULL
HP: 10
Repair Cap: 4
AGILITY
Evasion: 6
Speed: 3
Save Target: 11
Sensors: 10
SYSTEMS
E-Defense: 8
Tech Attack: +1
SP: 6
ENGINEERING
Heat Cap: 6

TRAITS

SLIMEY COMPOSITION

When the Shoggoth has **SLIME COATED**, it can still take its **standard move** and is not **IMMOBILIZED** if it becomes **SLOWED**.

PROTOPLASMIC NANITES

For every instance of **SLIME COATED** the Shoggoth has, it heals **2 HP** at the end of its turn. It cannot heal more than half its total **HP** this way per turn.

GOOEY SPRAY

1/round when the Shoggoth takes 🌡 from any source, a hostile character within 3 and line of sight must succeed on a **SYSTEMS** save or they gain an instance of **SLIME COATED** for the rest of the scene.

SPACIOUS INTERIOR

The Shoggoth's starting **Cockpit Size** is **1 ½** rather than **1**.

MOUNTS

FLEX MOUNT

HEAVY MOUNT

CORE SYSTEM

MIREHEART CHASSIS

An evolution of the "Sludge Coat" thermal shields found in the smelteries of Ludra's World, Mireheart chassis are comprised almost entirely of self-replicating semi-solid materials controlled through nanites and electromagnets. So long as key internals are not destroyed, damaged sections can be easily shed and replaced.

Congery of Slime

Passive

1/round, when you take non-Nutrition **damage** from yourself, you may reduce the amount you take by **2** - to a minimum of 0 - and gain an instance of **SLIME COATED** for the rest of the scene.

You can also use this for reducing self-inflicted 🌡, but you can only reduce the amount taken by **1** this way.

Rebellion Against the Elders of Madness

Active (1CP), Protocol

For the rest of the scene:

- **Gooey Spray** now targets all hostile characters within ⊙**3**.
- Hostile characters that start their turn adjacent to you or a character with at least one instance of **SLIME COATED** that is within your **SENSORS** gain an instance of **SLIME COATED** for the rest of the scene.
- You can trigger **Congery of Slime** an additional time per round.

SIZE 2

HA
SALADIN MK0-S
“MOCTEZUMA”

Defender/Controller

Discovered during archeological surveys on Apricot-4, the Saladin MK0-S is a Sebaceous-pattern variant of the near-extinct Saladin MK0 “Firebreak”. While the Saladin MK0 served as a stepping stone between defensive Genghis MKI versions and the Saladin license, the Saladin MK0-S served as an adaptation of the Saladin MK0 intended to make use of Adiposium discovered on the planet by SecComm colonists just prior to the Hercynian Crisis. Its internal systems were refitted to utilize Adiposium as a fuel source and ammunition, giving it the capability to produce towering infernos with highly lipoactive fallout. It is believed it was used as a testbed for other Adiposium-based incendiaries, such as those found on later Genghis MK1-S “Grease Fire” frames. While theoretically terrifying in combat, it’s believed the frame was used primarily by the colonists for land-clearing and warding off megafauna as no evidence of combat in uncontrolled conditions has ever been discovered.

The failure of the colonies in the late days of SecComm is unsurprising- they were far from self-sufficient and lacked the infrastructure necessary to manage a highly lipoactive environment. What is surprising is the complete isolation of the Sebaceous family of mechs to Apricot-4 despite numerous reports of successful offworld evacuations. While information is sparse, experts on the period largely agree it was done on purpose by the colonists. Leading theories include a local civil war destroying active units, decreased megafauna activity limiting their use, and a simple lack of outgoing cargo space. Another theory, often lumped in with fringe beliefs of alien abductions and hidden cities, is that Adiposa Industries has severely overestimated the original mechs and inadvertently iterated on them during studies. Despite a near-total lack of evidence, this theory has nonetheless never been definitively disproved. Whatever the cause, all known Sebaceous frames would become buried and forgotten until the planet’s resettlement by ADI-IND.

ADI-IND is highly protective of Sebaceous-pattern equipment, maintaining a strict policy of keeping all examples on-world despite numerous groups, HA chief among them, expressing interest in obtaining examples for study. They also maintain a strict moratorium on producing new Sebaceous-pattern frames for sale, in theory limiting the supply available to outsiders entirely. In practice, enforcement is lax and demand is high, creating no shortage of incentive for rogue actors to restore and distribute these frames. Increased public scrutiny following the Purple Fire Raid in 5008u, during which an ADI-IND research team fended off a Red Tide Remnant force using multiple refurbished MK0-S Saladins, has led to numerous internal investigations and crackdowns as ADI-IND desperately tries to clamp down on what it considers a nightmare scenario.

The Saladin MK0-S is an alternative frame for Saladin that is unlocked at License Rank 2 of the Saladin License.

CORE STATS

Size: 2
Armor: 2
HULL
HP: 10
Repair Cap: 4
AGILITY
Evasion: 6
Speed: 3

Save Target: 10
Sensors: 10
SYSTEMS
E-Defense: 7
Tech Attack: -1
SP: 8
ENGINEERING
Heat Cap: 8

TRAITS

TBK COUNTERMEASURES

The Saladin has **RESISTANCE** to all 🌡 and 🔥 that is not self-inflicted. All allied characters within ⊙**3** of the Saladin also benefit from this trait.

EXPANSIVE FUEL

1/round, when a hostile character within ⟋**8** and line of sight of the Saladin fails a **burn check**, they gain an instance of **STUFFED/INFLATED** for the rest of the scene.

GUARDIAN

Adjacent allied characters can use the Saladin as **hard cover**.

MOUNTS

MAIN MOUNT

CORE SYSTEM

INCENDIARY DEFENSE

"This new substance has proven difficult to work with. We have torn more uniforms than we can produce and our protective equipment does little to help. To think the amount of energy stored within it can cause that sort of damage to waistlines by mere proximity makes me wonder how vicious a fire it could create when ignited."

- *Log of SecComm Private Stevia Batik, 4551u*

Adiposium Flame Wall

Active (1CP), Quick Action, Efficient

You create two ⟋**5** walls of Adiposium-fueled fire – **3 spaces** high – with at least **1 space** adjacent to you. This wall does not block line of sight but all attacks that pass through it gain +1 ⬭. Any characters that start their turn in or enter the affected area for the first time in a round, or make a melee attack that passes through the affected area take **2** 🌡 and **2** 🔥. If the character already has 🔥, they must immediately make a **burn check** and on a failure, they gain an instance of **STUFFED/INFLATED** for the rest of the scene.

This area lasts until the end of your next turn.

[Saladin MK0-S artwork goes here]

SIZE 2

HA
KONGMING

Controller

The existence of the Kongming can be almost entirely blamed on HA's “Cream of the Crop”, a group of scientists and engineers headhunted from AgriBod. Initially formed to develop a native line of riot control equipment for use in the Dawnline Shore, the project was hijacked almost immediately by research engineer Sybilla Koskaki to spite her former employers. Her ascension to team lead came with a dramatic shift in scope: the creation of a full mech to rival AgriBod’s Effusion license. Her need for rapid results led to frequent corner-cutting, numerous safety violations, and several cases of outright theft, all maintained by a complex web of lies, bribery, and blackmail. Her scheme lasted 22 months before she was discovered immobilized by her own breasts on the testing floor with several terabytes of incriminating evidence neatly stacked around her. An intense and concerted coverup of the "Milchkörper Incident" would follow, resulting in the project being retroactively billed as an Iskander offshoot and folded into the license offerings.

The Kongming is Harrison Armory’s primary platform for less-lethal disruption equipment - by default more than design. Based on the Iskander chassis, the variant trades its minelaying capabilities for a Sleeping Dragon pesticide dispersion rig modified for use with Compound LLX-4 “Lotus Mist” crowd control aerosol. The frame is somewhat of a pariah amongst Armory personnel, often attributed to its unique methods and piloting requirements. While this does play a factor, the frame’s troubled development, poor optics, and tendency to promote “overenthusiasm” in users all contribute to its rarity in active duty. Those same factors have made it a solid competitor to ADI-REQ’s Bloom and Effusion frames, a popularity that keeps it on offer despite its internal derision.

The Kongmin is an alternative frame for Iskander that is unlocked at License Rank 2 of the Iskander License.

[Kongmin artwork goes here]

CORE STATS

Size: 2
Armor: 0
HULL
HP: 10
Repair Cap: 3
AGILITY
Evasion: 6
Speed: 3

Save Target: 12
Sensors: 15
SYSTEMS
E-Defense: 10
Tech Attack: +1
SP: 6
ENGINEERING
Heat Cap: 8

TRAITS

MANTOU FILTER PURGE

1/round, when a hostile character is affected by a **tech action** from the Kongming, they must succeed on an **ENGINEERING** save or they gain an instance of **EXCESSIVE PRODUCTION** for the rest of the scene.

PHEROMONAL ACCELERANTS

1/turn when the Kongming inflicts any **involuntary movement** on a hostile character, the target gains an instance of **SLIME COATED** for the rest of the scene. A hostile character can only be affected by this trait 1/round.

CALCULATED FORCE

1/round, when the Kongming would reduce a character to **0 HP** or make them lose **STRUCTURE**, it may instead leave them at **1 HP** and cause them to gain an instance of **EXCESSIVE PRODUCTION** and **SLIME COATED** for the rest of the scene. A character can only be affected by this trait **1/scene**.

MOUNTS

FLEX MOUNT

HEAVY MOUNT

CORE SYSTEM

SLEEPING DRAGON DISPERSION RIG

"Imagine someone is angry at you. Not even with you, just at you. They're shouting, breaking things, and throwing rocks. Now imagine a hundred more right behind him. That is what a riot is. When one starts, you have two options: scare them away or take them down. Anyone the Schedule 2 war machine doesn't scare away needs to be met with option B. So, which is better for our 'optics': a few dozen broken shirts or a few dozen broken families?"

~ Legionnaire Meena Kaur Samotar, Legion Clarion 14.

Strategic Fumigation

Active (1CP), Quick Tech, Efficient

Choose up to **2** free ⊹**1** areas within **SENSORS** and line of sight, extending **6 spaces high**. For the rest of the scene, these areas become **difficult terrain** and any characters that start their turn in or enter it for the first time in a round must succeed on an **ENGINEERING** save or they gain **2 Nutrition** for each instance of **EXCESSIVE PRODUCTION** and **SLIME COATED** they have, up to a maximum of **10**.

ADIPOSA REQUSITIONS (ADI-REQ)

LARGER CATALOGUES FOR LARGER PILOTS.

Where Adiposa Industries creates its countless products for the masses, Adiposa Requsitions provides an expanded catalogue of exclusive products for any who passes through their extensive checks. Although technically part of ADI-IND, ADI-REQ can at times function as an independent entity able to handle research, development, and distribution without any direct input from ADI-IND itself. Some questionable practices from their negotiated license agreements have put a damper on their reputation, but overall they provide an invaluable assortment of custom equipment ready for the right people to use.

ADI-REQ equipment is focused on what ADI-IND is known for, fattening and enlarging individuals. Whether it be making enemies outgrow their own mechs, preventing the same from happening to its user, and generally using it to the pilot's advantage. That said, ADI-REQ's focus on creating specialized licenses runs opposite to ADI-IND's usual intention of broad market distribution.

ADI-REQ CORE BONUSES

ADI-REQ core bonuses are similar to ADI-IND core bonuses, but are significantly more specialized into size-related affairs. Unlike ADI-IND core bonuses, you must have at least three license levels in ADI-REQ licenses to take a bonus from this list, and another three levels for each additional bonus.

CALORIC ABYSS

!WARNING: UNKNOWN BLINKSPACE RUPTURE DETECTED!

*>//Here, treats from the other side_*
*>//Use them how you wish_*
*>//Make sure not to waste them_*
*>//It would make me very sad_*

While resting, your mech generates **20 Nutrition**. Any Nutrition generated by this core bonus cannot be dumped, emptied, or removed by any means other than consuming, storing, or otherwise using it.

SPACE AWARE COCKPIT

Most mechs were designed with rather lithe pilots in mind, with countless aftermarket modifications being needed to provide additional room. ADI-REQ*'s specialist engineers can make a custom cockpit for any mech that will make the most out of any frame's interior space.*

Your mech cannot inflict **TIGHT FIT** onto you or any passengers. If you are more than **1 Portly Size** larger than your mech's **Cockpit Size** at the end of your turn, you must make a **HULL** check. On a success, you stay inside your mech for the rest of the scene. On a failure, you are forced to exit your mech as though **DISMOUNTING** and cannot enter your mech until you can fit inside. You must repeat this roll if you increase in Portly Size above this threshold.

If there is more than one occupant, their Portly Sizes are added together for this effect. If your mech has the **COMFORTABLE COCKPIT** trait, you can reroll this check twice and choose either result.

LIPODENSITY MODIFIER

By use of a specialized emitter setup within the cockpit and a set of carefully calculated chemical injections taken before combat, the structure of the pilot's fat cells can be temporarily altered to increase their average storage density by up to 20%. Side effects include tightness of the skin, increased appetite, and sudden weight gain.

The amount of **Nutrition** you need to gain a **Size Increase** is raised by +5. This applies to both Fat and Pregnancy Nutrition. This effect ends if your mech is destroyed.

DIFFUSED NUTRITION MESH

Special nanite coating applied to a mech's exterior that burn body tissue for a wide variety of benefits. Some pilots have tuned this mesh beyond stock configurations to give their mech a more "corpulent" appearance.

1/round as a **free action**, you can lose **5 Nutrition** to gain one of the following benefits:

- Cushion: Your mech gains **RESISTANCE** to the next source of **damage**.
- Surge: Until the end of your next turn, your mech can count as one **Frame Size** larger or smaller. This does not impact **Cockpit Size.**
- Diffuse: You clear **2** .

NUTRITIONAL CATALYST

Often taking the form of a liturgicode script or refined Adiposium gas laser, these can be used to decrease the energy needed for lipoactive processes, thus increasing the potency of these by a significant margin.

1/round when a hostile character within line of sight gains **Nutrition**, you can spend a **reaction** to double the amount of Nutrition they gain. A character can only be affected by this reaction 1/scene and this does not stack with **EXPOSED**.

NARROW-BAND NUTRITION TRANSMITTER

"Special modifications to communications equipment able to transform body fat and afflictions into digital signatures. For the record, don't ask how. I keep it under strict licensing requirements for a reason and I can make you find out why the hard way." ~ Famine, allegiance unknown

1/round when an allied character within **SENSORS** would lose **Nutrition**, transfer a **Portly Pilot Condition or Status** to someone other than you, or need a Portly Pilot Condition or Status for a certain effect, you can choose to be treated as the user for these instead of them.

EMERGENCY NUTRIENT STASH

Used by pilots regularly venturing in biomass-draining environments or draining their own body weight for momentary boosts, this special tank of nutrient slurry can offset any undesired weight loss.

1/round when you would lose **Nutrition** from any source, you may immediately gain Nutrition equal to the amount lost. You cannot use this on any effects that would let you store Nutrition outside of the pilot's body *(example: Portable Chunk Tank, Nutrient Storage Canister, etc.)*.

INFLATIVE REBUILD

Affectionately nicknamed 'Raspberry Jam', this special mixture of whitewash nanites and non-toxic coolant creates an effective mending slurry decreasing the chances of suffering catastrophic system failure. Special chemical reactants within the mixture have been known to create potent inflative fumes that can linger within the cockpit until it can be properly vented after combat.

1/scene, when you make a **structure damage or overheating check**, you gain two instances of **FULL FLOATING** that cannot be cleared or removed by any means until the end of the scene, but you take the **highest** dice roll instead of the **lowest** and ignore the special effects from rolling **multiple 1s**. These benefits apply to any **rerolls** or **additional rolls** of the triggering **structure damage or overheating check**.

FULL BUFFET

Tartarus is no longer trapped behind the gates that once held it, though what kings, tyrants, and myths it holds are not enough for it. It desires more, why should you say no?

You were the one that opened the door were you not?

– *"Lesson Two", The Six Lessons of Kilo Nueve (Disputed)*

Your **SAVE TARGET** increases by +1; additionally, 1/round when a hostile character fails a save against you, you can knock them **PRONE** or **teleport** them up to **3 spaces** in any direction.

FLUID IMPACT

A passive fluid transfer system designed to load high-pressure liquids directly into the mech's weapons and ammo. Universal compatibility concerns limit the pump's innate power to well below its upper limit- however, the inclusion of a specialized chest attachment allows for the pilot to directly augment the system's standing pressure.

1/round, when you or an adjacent allied character make a successful **ranged or melee attack**, you also create a ⇗**2** area of **difficult terrain** in a direction of your choosing from the target that lasts until the end of your next turn. For each instance of **EXCESSIVE PRODUCTION** you have, this line is increased by **2**, up to a maximum of ⇗**10**.

When a hostile character starts their turn in or enters this area for the first time in a round, they must succeed on an **ENGINEERING** save or gain **Nutrition** equal to each instance of **EXCESSIVE PRODUCTION** you have, half on a success.

JUICY COATING

By using alternating layers of organic liquid crystal and space-grade protective substrate a mech can be coated in a durable ceramic-analogous shell capable of holding up under combat conditions. The seeding of quasi-stable mutagenic compounds and conductive filaments throughout this shell allow it to act as a passive retaliation measure against melee attackers without adding to the frame's existing system load.

You gain the **INFECTIOUS CONTACT** reaction.

Infectious Contact
`Reaction, 1/round`

Trigger: You or your mech are hit by a **melee attack**.

Effect: The target must succeed on an **ENGINEERING** save or gain an instance of **FRUITY BODY** that lasts until the end of the scene. If the target is adjacent to you, they receive +1 ⛀ on the save.

MOTHERLY DEN

A dispersed ultrasonic emitter system utilizing a nanohertz-exact frequency combination derived from – [you abuse my protection, and yet I grant it all the same. Know my kindness and learn of it. Teach it to the next] – slowing of ongoing gestation with no further health consequences.

At the end of the scene, you may choose to extend the duration of **PRECIOUS CARGO** by one scene to start the next combat with **OVERSHIELD** equal to your **GRIT+6**. If you do not have any instances of **PRECIOUS CARGO** to extend, you gain an instance instead.

APPETITE MAGNIFIER

A carefully calibrated mixture of synthetic pheromones and orexigenic compounds designed to simulate a fight or flight response. On injection into the life support system, the pilot experiences a "controlled loss of control" as their base instincts activate without completely overriding conscious action. Pilots have described the experience as "like putting a showcat in front of a mouse".

1/round, when you inflict **DEVOURED** on another character, you may **BOOST** as a **free action** towards the nearest character – allied or hostile – that is **PRONE** or has the **BIOLOGICAL** tag.

BIOWEAVE PROCESSOR

Special techno-organic processors enabling supercharging or halting of a target's metabolism without requiring any codebase modifications.

1/round, when you use a successful **tech action** on a character, you may have them gain or lose **5 Nutrition** if it was a **QUICK TECH**, **10** if it was a **FULL TECH**.

SIZE 3

ADI-REQ
MAELSTROM

Controller/Support

The Maelstrom is the mil-spec version of an old Baronic civilian chassis that, even despite its military upgrades, remains a terraforming platform first and foremost. Using a heavily modified version of the House of Stones' renowned but infamous COMMENCER nanites, Maelstrom can shape the environment itself to suit their allies' needs along with assisting in construction and demolition assignments. Pilots are urged to use extreme caution when operating a Maelstrom and are advised never to tamper with the Worldshaper Nanite system onboard, as the consequences of ignoring either or both warnings are measured in acreage and ecosystems.

CORE STATS

Size: 3
Armor: 0
HULL
HP: 12
Repair Cap: 4
AGILITY
Evasion: 6
Speed: 3
Save Target: 11
Sensors: 15
SYSTEMS
E-Defense: 10
Tech Attack: +1
SP: 8
ENGINEERING
Heat Cap: 6

TRAITS

ENVIRONMENTAL SHIELDING

The Maelstrom ignores **difficult terrain**, **dangerous terrain**, and **environmental effects** [*Lancer Core Book* – p.278; *Portly Pilots* – p.102].

TARGETED SHAPING

1/round, when you would create a ⊛, ⊙, ◺, or ⇗ area from a **tech action**, you can force a character within the affected area or adjacent to it to succeed on a **SYSTEMS** save or become **SLOWED** until the end of their next turn.

COLOSSUS

Adjacent allied characters can use the Maelstrom for **hard cover**.

MOUNTS

MAIN/AUX MOUNT

CORE SYSTEM

WORLDSHAPER NANITES

"If you think using COMMENCER nanite code without any failsafes is a good idea, ask the House of Dust. I am sure some of them will be more than eager to tell you about the terminal condition of their world Bo."

-Jenstiv Ahtos; ADI-REQ *Spokesperson*

Landscaper's Brush
Passive, Quick Tech

Choose a free ⊛**1** within **SENSORS** to experience one of the following effects:

- Nutrient Mist: All characters in this area gain **RESISTANCE** to 🌡 that was not self-inflicted, but gain **2 Nutrition** for every point of 🌡 negated.
- Terrain Slushifier: Characters that move **1 space or less** during their turn in this area are **SLOWED**. **SLOWED** mechs that move **1 space or less** are **IMMOBILIZED** and start sinking, eventually becoming completely engulfed. This effect lasts until an affected mech (or one adjacent to it) succeeds on a **HULL** check as a **full action**.
- Gravitational Shift: This area is treated as **zero gravity**.
- Biomass Clearer: All characters in this area lose **5 Nutrition** at the end of their turn. If a character gains any **Undernutrition Points** this way, they take **3 AP** ϟ.

This area lasts for the rest of the scene. If you create a second area, the first one disappears.

Maker's Hand
Active (1CP), Protocol

For the rest of the scene, **LANDSCAPER'S BRUSH** now affects a ⊛**2** area.

[Maelstrom artwork goes here]

LICENSE I: TERRAIN CONVERSION, TERRESTRIAL INTERFERENCE

Terrain Conversion
2 SP, Unique, Full Tech

You convert any terrain in a ⊹ **2** area within **Sensors** and line of sight into one of the following:

- Normal Terrain
- Difficult Terrain
- Nutritious Smoke
- Gooey Biomass

"Change only what you must. Turning a river to a road may provide a path forward, but other paths may be washed away by the changing flow. What may be beneficial for you today can become a blight to those who come after you."

- Shaper's Creed; page 4

[Reminder: This effect does not end at the end of the scene it is used]

Terrestrial Interference
2 SP, Unique, Quick Tech, Invade

Gain the following options for **INVADE**:

TERRAIN-SENSITIVE LOCKDOWN: If the target enters an area of **difficult terrain** or **dangerous terrain**, they become **IMMOBILIZED** until the end of their next turn. This effect lasts until triggered or until the end of the scene, but can only be applied to one character at a time. Using this Invade again on a new character clears the effect on the previous character.

GYROSCOPE DESTABILIZATION: The target treats all terrain as **difficult terrain** until they make a successful **ENGINEERING** check as a **quick action**. If the character can ignore difficult terrain, this effect instead makes them unable to ignore difficult terrain until they succeed on the **ENGINEERING** check. This effect can only be applied to one character at a time and cannot trigger **TERRAIN-SENSITIVE LOCKDOWN**. Using this Invade again on a new character clears the effect on the previous character.

A pair of low-signature invasion scripts, the Terrestrial Interference package specializes in increasing the time spent traversing through a designated area. This makes it particularly adept at setting up ambushes, stalling or halting enemy advances, or degrading enemy morale from repeated setbacks. Restrictions on the quantity of active intrusions are to ensure maximum disruption while minimizing the risk of any potential counter-hacking or Intrusion Countermeasures Electronics (ICE) from detecting the active scripts.

LICENSE II: MAELSTROM FRAME, EXTRACTION MARKERS, LIQUID ADIPOSIUM CHARGES

Extraction Markers
2 SP, Unique, Quick Action

Choose two ⇗ **3** areas within ⟋ **10**. At the end of your turn, one of the areas is 'extracted' and the other area is where the extracted material is deposited.

The extracted area forms a trench that characters can climb into. This area becomes **difficult terrain** and characters in this area are treated as having **soft cover**. If the extracted area is placed adjacent to or intersecting with a liquid feature *(water, lava, liquid Adiposium feature, etc.)*, the extracted area will be replaced by the liquid feature. This trench does not count as an object or deployable.

The deposit area creates a ⇗ **3** block of material – **1 space** high. This terrain block has **20 HP**, **5 EVASION**, and grants **hard cover**.

The Kiburabi Earthlifter Drones were a civilian design intended for creating irrigation canals and pipeline networks. Initially usage of these drones for military use was only done out of desperation, though now the "Ironheart" variants of the Drones have seen regular use by combat engineers and sapper units.

Liquid Adiposium Charges
2 SP, Unique, Quick Action, Limited 2

Expend a charge for one of the following effects:

- **Adiposium Grenade** (*Grenade*, ⟋ **5**, ⊹ **1**) All characters within the affected area must succeed on an **AGILITY** save or gain **5 Nutrition**, **3** on a success. You can turn up to 3 free spaces within this area into **Liquid Adiposium Feature**.
- **Adiposium Mine** (Mine, ⊙ **2**) Once armed, this mine must be detonated with a **quick action**. All characters within the affected area must succeed on an **AGILITY** save or gain **10 Nutrition**, **6** on a success. You can turn up to 6 free spaces within this area into **Liquid Adiposium Feature**.

"Changes to the landscape only last if nature itself desires them. Beating and muzzling the natural systems only makes any slip of the leash more destructive. Treat nature as a person, not a pet."

- Shaper's Creed; page 17

LICENSE III: TOPOGRAPHICAL TEAR, OBSTRUCTION ERASURE

Topographical Tear
3 SP, Unique, Quick Tech

1/round choose an ⊛**2** area of solid ground within **SENSORS** and line of sight. This area along with any characters, terrain, or objects on it are lifted **6 spaces** into the air. At the end of your next turn, this area is dropped onto the space directly underneath it.

Any characters or objects underneath this area when it is dropped are immediately moved to any free space adjacent to the area and must succeed on an **AGILITY** save or take **6 AP** ⌀ damage, half on a success. Characters, objects, or terrain on the lifted area are not affected by the drop.

"Nature cannot be tamed. You can only influence it. Controlling nature is an illusion; all you are doing is making it wear a mask around you to pretend you have power over it."

- *Shaper's Creed; page 32*

Obstruction Erasure
2 SP, Unique, Quick Tech

1/round choose an object or piece of terrain within **SENSORS** and line of sight. That object or terrain takes **10 AP** ⌀ damage and all spaces in ⊛**2** become **difficult terrain.** All characters that start their turn in this area or enter it for the first time in a round must pass a **HULL** save or be **SLOWED** until the end of their next turn.

The Tai-Kova Obtrusion Erasure Pulser or "Eye of Destruction" is a laser osculation device tuned to the resonant frequencies of many natural materials, usually employed in mining applications to weaken or shatter rock formations. A common refit for these devices is installing frequencies for man-made objects or materials though tampering with these devices outside of manufacturer specifications tends to only cause malfunctions from internal components shaking themselves apart.

SIZE 1

ADI-REQ ECLIPSE

Defender/Striker

Developed in response to the Crimson Flag Problem plaguing Apricot-4, the Eclipse serves as Adiposa Industries' standard bodyguard mech for frontline combat and VIP escort. The urgent nature of the Crimson Flag Problem forced ADI-IND to forgo much of the early design stages by adapting extravehicular salvaging and astrological surveying mechs for combat. Few outside of ADI-REQ are aware of the faults caused by this rushed development and instead only see a minimalist and rugged design with a remarkable ease of use and above-average interior space.

CORE STATS

Size: 1
Armor: 2
HULL
HP: 8
Repair Cap: 5
AGILITY
Evasion: 8
Speed: 4
Save Target: 11
Sensors: 10
SYSTEMS
E-Defense: 7
Tech Attack: -1
SP: 6
ENGINEERING
Heat Cap: 6

TRAITS

POINT DEFENSE SYSTEM

As a protocol, the Eclipse can take **1** to give an allied character within **5** and line of sight the benefits of **hard cover**. This effect lasts until the start of your next turn, they are no longer within **5** of you or the Eclipse becomes **JAMMED** or **STUNNED**.

RAPID RETALIATION AUTOLOADER

1/round, when the Eclipse takes damage from a hostile character, it may reload 1 weapon with the **LOADING** tag and its next attack with a **LOADING** weapon deals **5 bonus Nutrition**.

SPACIOUS INTERIOR

The Eclipse's starting **Cockpit Size** is **1 ½** rather than **1**.

MOUNTS

MAIN MOUNT | MAIN MOUNT | FLEX MOUNT

CORE SYSTEM

RAVEN WARFARE SUITE

The Revenge Acquisition Velocity Network or "RAVEN" Warfare Suite is an internal loading mechanism able to seamlessly reload and apply caloric effects to a wide variety of weaponry. To prevent excessive heating or reactor power draw, this reloading mechanism is active only when the mech's onboard sensors detect combat damage. Eclipse pilots who upload post-combat data logs to help improve the system's performance are often treated to complementary meals and significant discounts on various ADI-IND products.

Just Deserts
Passive, Quick Action

Your mech gains a use of **Ready to Serve** for the rest of the scene.

Ready to Serve
Reaction, 1/round

Trigger: An allied character within **5** of you is targeted by a **ranged or melee attack** and your mech is not **SLOWED**, **IMMOBILIZED**, **STUNNED**, or otherwise unable to move.

Effect: Your mech moves adjacent to them and becomes the target of the attack instead.

Defensive Overclock
Active (1CP), Protocol

Until the end of the scene, you gain the following benefits:

- **POINT DEFENSE SYSTEM** additionally grants **RESISTANCE** to ranged attacks.
- 1/round, when you or an adjacent allied character would take damage from a hostile character, you may give the target **OVERSHIELD** equal to your **GRIT+2** before the damage is applied.

[Eclipse artwork goes here]

SIZE 1

ADI-REQ
HAILSTORM

Striker/Defender

The Hailstorm's origins lie in ADI-IND's disastrous campaign to retake their facilities on Menagar from Red Tide's Revenge forces. Working on bad intelligence, the Suit Snapper contingent were isolated for months as they were besieged in Reactor Complex Theta. Between daily skirmishes and a lack of suitable printer facilities, the force eventually began cannibalizing damaged Eclipses for parts. Frames which survived being picked apart were refurbished with materials salvaged from the complex's machinery, creating a war machine as terrifying as it was crude. When the siege was lifted, the relief force discovered many of these mechs laying in scorched piles surrounded by wrecks of larger machines.

The Hailstorm is an alternative frame for Eclipse acquired at License Rank 2 of the Eclipse license.

CORE STATS

Size: 1
Armor: 1
HULL
HP: 10
Repair Cap: 5
AGILITY
Evasion: 8
Speed: 4
Save Target: 11
Sensors: 5
SYSTEMS
E-Defense: 6
Tech Attack: -2
SP: 6
ENGINEERING
Heat Cap: 7

TRAITS

ASSAULT BOOST

1/round, when an allied character that the Hailstorm is granting damage reduction, **IMMUNITY**, or **cover** to takes **damage,** , **or** from a hostile character, it can spend a **reaction** to move up to its **SPEED** towards the attacker. This movement ignores engagement, **difficult terrain**, and **reactions**.

LINEBREAKER

All allied characters within **3** and line of sight of the Hailstorm gain **soft cover**.

SPACIOUS INTERIOR

The Hailstorm's starting **Cockpit Size** is **1 ½** rather than **1**.

WEAK COMPUTER

The Hailstorm receives +1 on all **SYSTEMS** checks and saves.

MOUNTS

MAIN MOUNT | MAIN MOUNT | FLEX MOUNT

CORE SYSTEM

TOTAL CHASSIS OVERRIDE

!WARNING: UNKNOWN PROGRAM DETECTED!
!WARNING: REACTOR LIMITERS DISENGADED!
!WARNING: OS INSTABILITY DETECTED!
!WARNING: AUTOLOADER LIMITERS DISENGAGED!
!WARNING: CHASSIS INTEGRITY CRITICAL!
SYSTEM VERDICT: TERMINATE USE IMMEDIATELY

Loader Override

Passive

When a hostile character deals **damage,** , **or** against an allied character within **3** and line of sight, you gain an **OVERRIDE CHARGE**, up to a maximum of **3**. You can only gain an **OVERRIDE CHARGE** 1/round.

As a **quick action**, you can take equal to your current **OVERRIDE CHARGES** to reload that many **LOADING** weapons. Override Charges last until the end of the scene or until you take this action.

JLBRK-ERDKTE

Active (1CP), Protocol, Efficient

The next time you activate **LOADER OVERRIDE**, you can immediately attack with every weapon you reloaded. All **LOADING** weapons fired this way also deal **5 bonus Nutrition**.

This counts as both a **BARRAGE** and **SKIRMISH** for the purposes of duplicate action restrictions.

[Hailstorm artwork goes here]

LICENSE I: "COIN ROLL" ADAPTIVE NEXUS, LIPO-COACH GUN

"Coin Roll" Adaptive Nexus

Main Nexus, Unique
Hive/Bite: [5][3][1d6]
Smart
Daze/Blind: [3][3][1d6+3]
Smart, Reliable 3, Loading

On Attack: Choose to use this weapon in the **HIVE/BITE mode** or **DAZE/BLIND mode**.

On Hit: If the weapon is in the **HIVE/BITE** profile, the target gains **4 Nutrition**. If the weapon is in the **DAZE/BLIND** profile, the target gains **8 Nutrition** and they must succeed on an **ENGINEERING** save or all attacks they make until the end of their next turn treat their targets as being **INVISIBLE**.

Rumored to be an extensively modified version of the Ghoul Nexus used by Hydra pattern group mechs, the Adaptive Nexus is a close-range drone launcher typically resembling an oversized handgun. These drones do their damage by planting small liquid Adiposium canisters on their target which then chain detonate. Upon activation, these drones can use the onboard energy stores to ignite all of them at once, creating a flash estimated at nearly one million candela and causing a far greater explosion, though this destroys the drones in the process and requires the Adaptive Nexus to generate replacements.

Lipo-Coach Gun

Main CQB, Unique
Standard: [3][3][1d3+1]
Knockback 2
Kickback: [3][3][2d3+2]
Knockback 4, Loading

On Attack: Choose to use this weapon in the **STANDARD mode** or **KICKBACK mode**.

On Hit: If the weapon is in the **STANDARD** profile, the target gains **5 Nutrition**. If the weapon is in the **KICKBACK** profile, the target gains **10 Nutrition**.

The Lipo-Coach gun was adapted from an upscaled diasporan design of double-barreled shotgun rumored to date back to Cradle's pre-spaceflight days. ADI-REQ recommends users alternate between barrels as the vibrations caused by firing both at once is known to jam the externally mounted ammunition feed.

LICENSE II: ECLIPSE AND HAILSTORM FRAMES, VENGEANCE SCANNERS, "BELT PUNCH" ADIPOSIUM SPIKE

Vengeance Scanners

2 SP, Unique

Gain the **TARGET LOCKDOWN** reaction.

Vengeance Scanners are custom-designed sensor augments that can flip over the mech's ocular sensors to enhance their capabilities. These scanners are designed uniquely to each mech frame and typically resemble a visor or set of goggles, though clients can pay extra for a personalized appearance or functionalities.

Target Lockdown

Reaction, 1/round

Trigger: An allied character within **3** and line of sight is successfully attacked by or fails a save forced by a hostile character.

Effect: Until the end of your next turn, you gain +1 on all **attacks, checks, and saves** against that character. This can only affect one character at a time.

"Belt Punch" Adiposium Spike

Main Melee, Unique, AP, Loading
[1][1d3+2]

On Hit: The target gains **10 Nutrition** and must succeed on a **HULL** save or they can only draw line of sight to adjacent spaces until the end of their next turn.

A spiritual sibling to the Catalytic Hammer, the Adiposium Spike uses a spike tipped with Adiposium that is propelled by an explosive charge to pierce through a target's exterior plating. The combination of sheer impact force and concentrated internal lipoactive radiation has been known to momentarily disrupt targeting systems, a fact many Eclipse pilots have used to their advantage.

LICENSE III:
DEFENSIVE MICROBOMBS, TERMINAL SHIELDING

Defensive Microbombs

2 SP, Unique, Quick Action, Limited 3

Expend a charge to launch adhesive explosives at a hostile character within 5 and line of sight. Each time they **attack** or **force a save**, you choose one first: they take **3 AP** or gain **5 Nutrition**. This does not take an action or reaction. This effect lasts until the target does not **attack** or **force any saves** for a full round or until they make a successful **ENGINEERING** save as a **quick action**.

A character can only be affected by one instance of Defensive Microbombs at a time.

The AARE-3 series of Adhesive Adiposium Reactive Explosives were created as an emergency countermeasure for heavily armored and/or lipoactive-shielded mechs fielded by Red Tide Remnants around Apricot-4. Typically configured as a scatter fire of unguided micromissiles, the munitions release a thick metalopoxy mixture that quickly binds them to the target surface. AARE-3 launchers must be made of non-metal materials to prevent self-adhesion in the event of a premature reaction.

Terminal Shielding

2 SP, Unique, Shield, Overshield

Gain the **BREAKLESS ASSAULT** reaction.

"You sow and reap and steal and eat just to burn off every pound. My gifts you taste and share and waste, your bodies to rebound. To lose a friend is a horrid end, a thought we all think sound. To that end, I instead amend: let's flip the script around."

Breakless Assault

Reaction, 1/scene, Limited 1, 2 (Self)

Trigger: You or an allied character in **SENSORS** and line of sight would take **STRUCTURE** damage.

Effect: Expend a charge to return them to **1 HP** and grant them **OVERSHIELD** equal to your **GRIT+4**. For every point of spillover damage prevented by this system, the target gains **2 Nutrition**.

SIZE 2

ADI-REQ
WILDFIRE

Controller/Support

The Wildfire is ADI-REQ's first foray into creating a dedicated electronic warfare platform and is rather straightforward in that regard. The mech is designed around the Hephaestus E-Warfare Kit, a setup derived from equipment common on Spite-archetype chassis which favors parallel processing over brute force to overwhelm enemy systems. Damage to sensitive computers from temperature spikes is mitigated via a customized thermal conversion suite and nonstandard life support system which work in tandem to safely contain and redirect excess heat into the High Heat Capacity/Organic Safe air mixture used by the mech. HHC/OS is completely safe to breathe but use for more than 6 hours per day may cause extended feelings of lightness, bloating, and/or physical flight that don't dissipate immediately after ceasing use.

Much of the Wildfire's thermal conversion suite originates from Project Featherfall, a scrapped ADI-REQ project intended to give a backup to a mech's ejection system should the ejector seat malfunction or not work in the mech's current environment. Unusually for such a technology, information on the project which created it is restricted to the highest ranks of ADI-REQ and access is rarely given to employees, let alone outsiders. This unprecedented information wall has cloaked the Wildfire in rumor and conspiracy ranging from creative accounting to underhanded deals to stolen technology. The proven discovery of code derived from HORUS baselines only spurred on such beliefs, as did unconfirmed reports that the information blackout was ordered by Requisitions Director Simon Petrikovka himself. The Wildfire frame remains a potent force despite its air of mystery, if not because of it.

[Wildfire art goes here]

CORE STATS

Size: 2
Armor: 0
HULL
HP: 8
Repair Cap: 3
AGILITY
Evasion: 8
Speed: 4

Save Target: 11
Sensors: 15
SYSTEMS
E-Defense: 12
Tech Attack: +2
SP: 8
ENGINEERING
Heat Cap: 6

TRAITS

INFERNO INTRUSION COUNTERMEASURES

All **tech attacks** against the Wildfire receive +1 ⌭.

IGNITION EXPLOIT

1/round, on a successful tech attack which has a result of **20+** or gets a **critical hit** by other means against a hostile character, the target cannot clear 🌡 by any means (except for overheating) and take **2** 🌡 at the start of their turn until they pass a **SYSTEMS** save as a **quick action**.

Only one character can be affected by **IGNITION EXPLOIT** at a time.

INFLATIVE COOLANT

As a **protocol**, the Wildfire's pilot can gain an instance of **STUFFED/INFLATED** for the rest of the scene.

THERMAL UPDRAFT

The Wildfire's pilot can treat all instances of **STUFFED/INFLATED** as if they were **FULL FLOATING**, even if they are outside of the Wildfire.

MOUNTS

FLEX MOUNT

CORE SYSTEM

HEPHAESTUS E-WARFARE *KIT*

Spawned from the same project that created the "Butterfingers" Cyberwarfare Package, the Hephaestus E-Warfare Kit is a unique recursive processing weave able to execute multiple intrusions simultaneously. Initial test models of the kit were plagued by excessive heat generation and elevated code infection failure rates. Later models corrected this by enforcing a strict intrusion compartmentalization and converting any heat generated from code execution feedback loops into a high-pressure gas to be safely stored within biological creatures, though some creative pilots have found ways to use this heat to against their adversaries.

Rising Heat

Passive, Quick Tech, Invade

Gain the following options for **INVADE**:

ENGORGED UPDRAFT: The target is counted as being in a **zero-g** area and are unable to fall. For each space the target moves horizontally, you may move them up one space, up to a maximum number of spaces equal to the sum of your and the target's current instances of **STUFFED/INFLATED** and **FULL FLOATING**. This effect lasts until the end of their next turn, where they sink harmlessly back to the ground.

A hostile character can only be affected this way 1/scene.

SWELLING LOCK: You clear an instance of **STUFFED/INFLATED** to apply a special **LOCK ON** to the target. When this **LOCK ON** is consumed instead of cleared, the target gains an instance of **STUFFED/INFLATED** for the rest of the scene.

Crown Fire

Active (1CP), Quick Tech, Efficient

You gain an instance of **STUFFED/INFLATED** for the rest of the scene before releasing a powerful surge of liturgicode, making a **tech attack** targeting a hostile character within **SENSORS** and line of sight. On hit, apply the effects of **INVADE** as normal, then choose a hostile character within 📏**10** and line of sight of that target to tech attack, even if they would be outside your **SENSORS** and line of sight. You can hit up to 3 characters using this action, but you must choose different **INVADE** options for each character.

If your initial attack misses, you may immediately perform any **INVADE** as a **free action.** This free Invade does not trigger the chaining effect of **CROWN FIRE**.

SIZE 1/2

ADI-REQ
AURORA

Controller/Support

The Aurora represents the latest developments by Project Freefloat, the active successor project to the scrapped Project Featherfall. Little is known about how much of Project Freefloat – and by extention Aurora's development – can be linked directly to Project Featherfall due to Requisitions Director Simon Petrikovka's continued information blackout. While no less usable to normal pilots, it is specifically designed to be used by HyperInflated/Course Capable Uplifting Pilots – or HICCUPS for short – rather than merely accommodating them. Externally, the frame's hull makes heavy use of experimental self-replenishing non-Newtonian weave materials capable of stretching to extreme sizes while retaining an acceptable level of durability. The frame is notably hyperspecialized; the exacting calibrations required to maintain hull integrity and flight stability mean even moderate changes to the pilot's center of mass can cause catastrophic structural and system failures. Internally, a specialized life support system and personalized Medicinal Buoyancy/Organic Safe air mixture minimizes the deleterious side effects of extended supermassive inflation. Pilots engaging in combat operations should update their MB/OS mixture after 120 hours of flight time to avoid developing tolerance to the treatment.

The Aurora is an alternative frame for Wildfire acquired at License Rank 2 of the Wildfire license.

[Aurora art goes here]

CORE STATS

Size: 1/2
Armor: 0
HULL
HP: 6
Repair Cap: 2
AGILITY
Evasion: 8
Speed: 4

Save Target: 11
Sensors: 20
SYSTEMS
E-Defense: 12
Tech Attack: +2
SP: 8
ENGINEERING
Heat Cap: 6

TRAITS

LIGHTWEIGHT CONSTRUCTION

If the total amount of **FULL FLOATING** stacks from the Aurora's occupants meets or exceeds their total **Portly Size**, excluding any temporary size increases from the condition, it becomes **SLOWED** but can **hover** when it moves. If the Aurora has any intact flight or propulsion systems – or other means of flying or hovering even without them – it can hover without being **SLOWED**.

BALLOONET-READY DESIGN

Any **Size Increases** from instances of **FULL FLOATING** do not take up any **Cockpit Size**. This benefit applies to any characters inside the Aurora or trying to enter it.

The Aurora counts as adjacent when it is directly above an allied character for the purposes of your effects on them (from your traits, talents, systems, or weapons) that require adjacency to the Aurora.

BIO-BUOYANCY

As a protocol, the Aurora's pilot can gain an instance of **FULL FLOATING** for the rest of the scene.

FRAGILE

The Aurora receives +1 ⊖ on all **HULL** checks and saves.

SELF-CALIBRATING EXOSKELETON

The Aurora's **Cockpit Size** is double its base **Frame Size**. Any increases to base Frame Size such as Formorian Frame are also subject to this effect.

Whenever the pilot's **Board Size** exceeds the Aurora's **Frame Size**, its Frame Size will be temporarily increased to match the pilot's Board Size.

MOUNTS

FLEX MOUNT

CORE SYSTEM

DISTAL IONOSPHERICS PACKAGE

A delicate but powerful electronic interference rig which uses the mech's entire surface area as a transmission surface. In conjunction with the frame's neural interface, this allows experienced pilots to 'feel' incoming electronic threats with impressive speed and accuracy for an otherwise minimalist system.

Borealis Countermeasures

Passive

1/round when you or an allied character adjacent to you is hit by a **tech attack** or fails a **SYSTEMS** save forced by a hostile character, they must succeed on a **SYSTEMS** save or gain **2** 🌡 and **LOCK ON**. If the 🌡 from this trait would make the target exceed their **HEAT CAP** or if they are **EXPOSED**, they also gain an instance of **STUFFED/INFLATED** for the rest of the scene.

Australis Calibration

Active (1CP), Protocol

For the rest of the scene, you gain the following benefits:

- **Borealis Countermeasures** is no longer limited to 1/round.
- Allied characters adjacent to you may benefit from **Lightweight Construction**.
- 1/round, you may force a hostile character at a lower elevation than you to make their save with +1 ⊖.

LICENSE I: THERMAL MODIFICATION, GASTROFLUX TARGETING MISSILES

Thermal Modification
2 SP, Unique, Quick Tech, Invade

Gain the following options for **INVADE**:

THERMAL CONVERSION: The target gains **Nutrition** equal to their current 🌡. You may choose to have this happen before or after the target takes 🌡 from this **Invade**.

EXPANSION SUPERHEATING: For every **Portly Size ½** increment the target's pilot and/or passengers are above **Portly Size ½**, the target gains **2** 🌡, up to a maximum of **6** 🌡. If the target does not have any characters onboard, they gain **2** 🌡.

After promising field data gathered from their Enblober units, ADI-IND sought to create an upgraded version of their special thermal modification programs. Pilots impacted by the spontaneous weight gain and heat spikes report a strange hissing sound similar to a leaking air tank even on frames without life support systems.

Gastroflux Targeting Missiles
Auxiliary Launcher, Unique, Seeking, 1 SP
[📏15][1⚡]

On Hit: If the target has at least one instance of **STUFFED/INFLATED** or **FULL FLOATING**, you may consume an instance to apply **LOCK ON** to the target.

If an attack with this weapon would consume **LOCK ON** and it successfully hits, this weapon deals **3⚡ AP** and the target must succeed on an **ENGINEERING** save or gain an instance of **STUFFED/INFLATED** for the rest of the scene.

Gastric Siphons, the crude and inefficient predecessor to modern nutrition extractors, were infamous for producing excessive waste heat during operation. While not enough to hinder the affected pilot, the sudden burst of heat within a mech can reliably act as a thermal marker for targeting systems.

LICENSE II: WILDFIRE AND AURORA FRAMES, BLOATWARE MISSILES, SPREADING FIRE

Bloatware Missiles
Auxiliary Launcher, Unique, Seeking, 1 SP
[📏15][1⚡]

On Hit: The target must succeed on an **ENGINEERING** save or gain **2** 🌡 and an instance of **STUFFED/INFLATED** for the rest of the scene.

Special missiles loaded with liturgicode pulse munitions able to intentionally overspool onboard systems to generate excessive waste heat which it can convert into high-pressure gas. While tech-savvy pilots may find themselves not requiring these special munitions, their unique ability to bypass most electronic defenses have proven invaluable to many who would otherwise have little use for them.

//SPREADING_FIRE_
2 SP, Unique, Full Tech

Make a tech attack against a hostile character within **SENSORS** and line of sight. On a success, they take **2** 🌡 and are marked until the end of the scene or until they are destroyed.

If the marked target is affected by a **tech action** from you or an allied character, all hostile characters of your choice within 📏**3** must succeed on a **SYSTEMS** save or be treated as though they were also affected by the same tech action. If the initial tech action expended a **LIMITED** charge, additional charges are not consumed to apply the effect to characters who failed the **SYSTEMS** save.

You can only have one active mark at a time and marking a new target will make the mark on the old target disappear.

>//SCRIPT: FIREBREAK COUNTERMEASURE INTRUSION
>//begin_loop:::
>//if:::HOSTILE=TRUE
>//and:::
>//if:::TECH_SOURCE=FRIENDLY
>//then:::
>//EXECUTE<MIRROR_MATCH_CODE_REPLICATION>
>//end_loop:::

LICENSE III: FULL FLAMES, FLASHFIRE INTRUSION

Full Flames
2 SP, Unique, Quick Tech, Invade

Gain the following options for **INVADE**:

BURNING APPETITE: Until the end of their next turn, the target gains **1** 🔥 whenever they gain **Nutrition**, **Pregnancy Nutrition**, **Portly Pilot Statuses**, or **Portly Pilot Conditions** from any source. A character can only be affected by one **FULL FLAMES** option at a time.

CALORIC HEAT: Until the end of their next turn, the target gains **2 Nutrition** for each point of 🌡 and 🔥 they take from any source, including from the **INVADE** itself. A character can only be affected by one **FULL FLAMES** option at a time.

Special thermoreactive catalyzer administered~ <DATA EXPUNGED> ~unstable Blinkspace manipulation liturgicode~ <DATA EXPUNGED> ~attempts to modify or edit advised against after Incident [REDACTED]. If a repeat of Incident [REDACTED] occurs, <DATA EXPUNGED> ~Voladores cover story not advised.

!CLASSIFIED DATA: DESTROY IF FOUND!

Flashfire Intrusion
2 SP, Unique, Reaction

Gain the **LOCK/IGNITE** reaction.

A high-intensity code modification to lock/scan mech subsystems able to autonomously execute intrusion scripts upon detecting a successful target lock. Prolonged usage of this system can lead to pilots feeling bloated and stuffed despite no food or liquid manifesting in their bodies. Strangely, subaltern and AI/NHP pilots have also reported this sensation even when their chassis are unable to consume foodstuff.

Lock/Ignite
Reaction, 1/round

Trigger: A character consumes **LOCK ON** against another character – allied or hostile – within **SENSORS** and line of sight of you.

Effect: You perform a **quick tech** against the targeted character before the triggering action resolves. Your tech action cannot consume or clear the **LOCK ON** by any means.

SIZE 1

ADI-REQ HURRICANE

Support

The Hurricane is Adiposa Industry's dedicated survey and exploration platform. Built from the ground up for exploring hostile worlds, most of the mech's construction is devoted to an interconnected system of environmental protection measures including high-capacity coolant meshes, distributed load thermal reflectors, cross-matrix radiation buffers, and a diffused Adiposium anti-catalyst. These defenses, combined with stock hardening of electronic systems and a spacious cockpit designed for long-term comfort, have made the frame as popular with USB Far Field Teams as it is with ADI-IND's own expeditionary forces.

Initial plans for a military variant were first proposed shortly after the First Ladovna Expedition but were shelved following budgetary issues. The idea received off-and-on development by REQ-DEP over the next century, being stymied by the same bureaucratic bloat and conflicting goals as the organization creating it. The project was formally cancelled in 4840u following concerns from the USB over their civilian models potentially being mistaken for combatants, though in reality this merely provided a convenient excuse to shut down what had become a massive resource sink. The idea's rocky history made it a toxic subject even after REQ-DEP was reorganized and a lasting taboo against suggesting it entered company culture. This taboo abruptly shattered when a renewal of Red Tide activity in the 4980's culminated in a series of targeted attacks against the Steading Expeditionary Force, leading to the annihilation of Humanitarian Detachment Alpha Romeo. Galvanized by the resurgent Red Tide Remnant and aided by three centuries of technological development and bureaucratic streamlining, the mil-spec Hurricane was designed in record time, entering production barely 2 years after conception in 4983u.

Much of the reason for this brisk development was thanks to the frame itself requiring few changes for military use as a reconnaissance platform. The only significant changes were the addition of lightweight armor composites and trading out its Caucasus Communications Laser with its successive Prometheus Data-Adiposium Transmission Laser. This has also provided a massive boon for mechanics working with both civilian and military variants of the Hurricane as outside of these significant changes, nearly all of the internal components are interchangeable between the two models. A common way to distinguish the military model from the civilian model is a distinct 'shirt collar' around the neck region to meant to provide extra protection without impeding actuator movement.

CORE STATS

Size: 1
Armor: 0
HULL
HP: 8
Repair Cap: 3
AGILITY
Evasion: 10
Speed: 5

Save Target: 10
Sensors: 20
SYSTEMS
E-Defense: 8
Tech Attack: +1
SP: 8
ENGINEERING
Heat Cap: 6

TRAITS

ENVIRONMENTAL SHIELDING

The Hurricane ignores **difficult terrain**, **dangerous terrain**, and **environmental effects** [*Lancer Core Book* – p.278; *Portly Pilots* – p.102].

TRIANGULATION

When an allied character within **SENSORS** and line of sight consumes **LOCK ON** while attacking a hostile character within **SENSORS** and line of sight, the Hurricane can make the attack ignore **INVISIBLE** instead of gaining +1 ❖ from the **LOCK ON**.

COMFORTABLE COCKPIT

You no longer get the **TIGHT FIT** status if you are ½ **Portly Size** larger than the Hurricane's **Cockpit Size**, but any larger sizes will still cause this status.

If you are 1 or more **Portly Sizes** larger than the Hurricane's Cockpit Size at the end of your turn, you must make a **HULL** check. On a success, you stay inside your mech for the rest of the scene. On a failure, you are forced to exit your mech as though **DISMOUNTING** and cannot enter your mech until you can fit inside. You must repeat this roll if you increase in Portly Size above this threshold

If there is more than one occupant, their Portly Sizes are added together for these calculations.

MOUNTS

FLEX MOUNT

CORE SYSTEM

PROMETHEUS DATA-ADIPOSIUM TRANSMISSION LASER

An upgraded version of the Caucasus Communications Laser found on the civ-spec Hurricane, the Prometheus possesses its predecessors' ability to transmit and receive vast quantities of data through environments that would disrupt traditional frequency- or omninet-based communications. Its use of gaseous Adiposium as a lasing medium also lets it release pulses of lipoactive energy capable of traveling vast distances with minimal environmental distortion. Special care must be taken while operating the Prometheus as instances of mistakenly using the lipoactive mode instead of communications mode are a common occurrence.

Pathfinder Targeting Laser

Passive

1/round, when you **SCAN** or successfully use **SEARCH** on a hostile character, the target gains **LOCK ON** and you can make all allied characters gain +1 ❖ on all **attacks** against the target until the end of your next turn. This can only affect one character at a time.

Adiposium Pulse Laser

Active (1CP), Quick Tech, Efficient

Choose a hostile character within **SENSORS** and line of sight. The target gains **LOCK ON** and until the end of your next turn, the target gains **5 Nutrition** every time an allied character benefits from or consumes **LOCK ON** against them. While affected by this action, any time the **LOCK ON** is consumed or cleared by any means, the target gains **LOCK ON**.

[Hurricane artwork goes here]

SIZE 1

ADI-REQ TYPHOON

Support/Defender

The Typhoon was constructed from the ground up as a combat scouting platform by REQ-DEP as a sister chassis to the Hurricane, intended to be deployed in twin pairs dramatically enhance the effectiveness of reconnaissance teams. Internal feuding over the frame's design specifications led to countless unsuccessful iterations plagued by mechanical issues and system incompatibilities. Problems with these prototype interactions have been largely blamed on unpredictable spikes in energy consumption linked to resonant interference between internal components, though later analysis identified compromised structural integrity playing a major factor in its testing failures. The Typhoon was formally canceled alongside the Hurricane project in 4840u amidst the massive cost overruns typical of the REQ-DEP years.

Following the renewal of Red Tide activity in the 4980's and the annihilation of Humanitarian Detachment Alpha Romeo, the Typhoon project was restarted not long after the mil-spec Hurricane's development was completed. Field tests with reconstructed versions of the problematic iterations identified the resonant interference was caused by the interconnected environmental protection measures. Mutual incompatibility between the environmental protection measures and the integrated e-suite led to the frame's environmental protections being downgraded in favor of a more standard setup. The space freed up by this change allowed for direct integration of the 'Doldrum' Stable Flight Package, a notoriously unwieldy system borrowed from ADI-IND's space fleet. Reinforced and tuned beyond its industrial origins, it allows the mech to avoid the structural issues common among flight-capable frames without a severe reduction in agility.

The Typhoon is an alternative frame for Hurricane acquired at License Rank 2 of the Hurricane license.

[Typhoon artwork goes here]

CORE STATS

Size: 1
Armor: 0

HULL
HP: 8
Repair Cap: 3

AGILITY
Evasion: 12
Speed: 6

Save Target: 10
Sensors: 15

SYSTEMS
E-Defense: 8
Tech Attack: +1
SP: 8

ENGINEERING
Heat Cap: 6

TRAITS

GALE THRUSTERS

The Typhoon can **hover** when it moves; however, it takes 🌡 equal to its **Frame Size** at the end of each of the turns in which it **hovers** this way.

SURGE SCANNERS

1/round, when the Typhoon applies **LOCK ON** to a hostile character, they gain **5 Nutrition** and lose all **OVERSHIELD**.

COMFORTABLE COCKPIT

You no longer get the **TIGHT FIT** status if you are **½ Portly Size** larger than the Typhoon's **Cockpit Size**, but any larger sizes will still cause this status.

If you are 1 or more **Portly Sizes** larger than the Typhoon's Cockpit Size at the end of your turn, you must make a **HULL** check. On a success, you stay inside your mech for the rest of the scene. On a failure, you are forced to exit your mech as though **DISMOUNTING** and cannot enter your mech until you can fit inside. You must repeat this roll if you increase in Portly Size above this threshold

If there is more than one occupant, their Portly Sizes are added together for these calculations.

MOUNTS

FLEX MOUNT

CORE SYSTEM

SQUALL LINE FIELD CONTROL ELECTRONICS SUITE

Using a web of interlinked sensors and a specialized computer package, the "Squall Line" provides a uniquely potent source of battlefield intel. The crux of the system is a set of experimental diagnostic spoofers capable of tricking combat repair systems into informing the Typhoon of minor system concerns invisible to standard scans. This data, as well as a cutting edge sensor array, maximizes the pilot's ability to counter an enemy's immediate state. The sensors are also equipped with a secondary calibration standard which allows for direct reinforcement of outgoing data dumps. While highly taxing on system integrity, the reduction of solid-obstacle degradation increases the mech's e-warfare capability by a factor of 3.724 on average.

Early Warning

Passive

1/round when you **SCAN** a hostile character, you may consume **LOCK ON** to make them deal half **damage,** 🌡**, and** 🔥 until the end of their next turn.

Eye of the Storm

Active (1CP), Protocol

For the rest of the scene, any **tech actions** you make ignore line of sight and **HIDDEN**.

1/round when you **SCAN**, **LOCK ON**, or successfully use **SEARCH** on a hostile character, allied characters gain these benefits against the target until the end of the target's next turn.

LICENSE I:
TRACK/FAT HIVE, GYRFALCON SAPPER UCAV

Track/Fat Hive

Main Nexus, Unique, 1 SP, Smart
[15][1d3+1]

On Attack: If you consume **LOCK ON** as part of an attack with this weapon, the attack ignores **cover**.

On Hit: If you consumed **LOCK ON** as part of the attack, the target cannot benefit from **cover** and gains **1 Nutrition** for every space they move (voluntary or otherwise) until the end of their next turn.

Often launched out of refitted hunting rifles and crossbows, any Track/Hive nanites that survive initial impact latch onto the target and begin releasing a low-strength broadband signal via decay of loaded lipoactive agents. The system is particularly effective against rapidly moving targets due to excessive motion quickening the breakdown of its power source.

Gyrfalcon Sapper UCAV

2 SP, Unique

Before the first round of combat and before any deployment takes place, place one of following in free spaces anywhere on the map:

- A **DRONE** or **DEPLOYABLE** system owned by you or an allied character, expending a charge if it has the **LIMITED** tag.
- A **1** area where any characters at least partially inside it ignore **terrain** and **environmental** effects that lasts until the end of the scene.
- A **5** area of **Nutritious Smoke** that lasts until the end of the scene.

Gyrfalcon UCAVs are space-capable drones with an exceptionally high payload-to-weight ratio. Civilian UAV models of the UCAV see frequent use in transporting physical information and relief supplies in highly remote areas. In military use, Gyrfalcons are commonly seen deploying equipment or obscuring munitions prior to combat to assist with assaulting or fortifying critical positions. Attempting to drop live ordnance on hostile targets is ill-advised due to the drone's signature humming and large profile making it an easy target.

LICENSE II:
HURRICANE AND TYPHOON FRAMES, STORMPIERCER SENSORS PACKAGE, SCRAM DRONES

Stormpiercer Sensors Package

1 SP, Unique

You gain +1 on all **SYSTEMS** checks for finding hidden **MINES**, characters, or objects.

You gain **+5 SENSORS** on all **tech actions** that do not attack or force any saves.

A collection of narrowband scanners specialized for detecting null-signature units and concealed munitions. Originally designed for the Seiche mine-defusal platform, the successful modularization of the system rendered the frame fully obsolete.

SCRAM Drones

2 SP, Unique, Quick Action, Limited 2

SCRAM Drone (Size ½, 0 Armor, 5 HP, 10 EVASION, 10 E-DEFENSE, Tags: DRONE)

Expend a charge to deploy a SCRAM Drone in a free space within **SENSORS** and line of sight. As a **free action,** you may consume **LOCK ON** that is on a character within **3** of a SCRAM Drone. If the character is hostile, they become **IMPAIRED** and unable to take **reactions** until the end of their next turn. If the character is allied, the condition is cleared without any additional effects.

At the end of your next turn, the SCRAM Drone automatically detonates, destroying it and forcing all characters within **1** to succeed on an **AGILITY** save or gain **10 Nutrition**, half on a success.

The SCRAM Drone can be moved to any point within **SENSORS** as a **quick action**. It cannot be recalled and expires at the end of the scene.

Scouring Cartographic Reconnaissance and Adiposium Munition (SCRAM) Drones are disposable devices designed to act as one-time use electronic warfare aids in combat situations. Their compact nature is made possible by a proprietary Adiposium-Theta decay power source which, pilots are reminded, is irreparably destabilized upon activation and should not be removed under any circumstances.

LICENSE III: RAPID ACQUISITION SCANNERS, LIPO/MARKER DART LAUNCHER

Rapid Acquisition Scanners

2 SP, Unique, Protocol, 1 (Self)

You may **SCAN** as a **free action**.

In critical situations, having access to accurate information is a necessity for effective decision making. Usage of emergency power to overclock a mech's scanners is common practice, though without special power management systems and sensor adjustments this can lead to long-term damage.

[Reminder: Certain effects may require you to Scan as a quick tech rather than a free action to trigger them]

Lipo/Marker Dart Launcher

2 SP, Unique

This system functions as a weapon with the following profile that can be used to attack with, including **SKIRMISH** and **BARRAGE**. It does not require a mount and it cannot be modified or benefit from core bonuses.

Main Launcher, Accurate, Loading
[10][no damage]

On Hit: The target gains **Lock On** and **5 Nutrition**. For the rest of the scene or until the target makes a successful **Hull** save as a **quick action**, they gain **Lock On** and **5 Nutrition** at the start of their turns. A character can only be affected by one instance of this effect at a time.

An internally mounted kinetic launcher based on existing market designs of lightweight scientific marker systems. The upscaled ammunition retains the ability to mark targets while also being doped in Adiposium within the magazine for enhanced effect on impact. Pilots are advised to treat all unused darts as a Class 2 Lipohazard.







ADI-REQ
SOLAR FLARE

Artillery/Defender

Beginning life as a standalone deployable hardpoint, the original Solar Flare chassis quickly spiraled into overcomplicated ventures and technological dead ends under the uncareful guidance of the Requisitions Department. REQ-DEP's reorganization into ADI-REQ left the abandoned project scattered amongst dozens of different storage sites and disparate research teams, none of whom had the resources or desire to resume development. All except for the Adiposa Industries' science vessel *Blancmange* who used the project's detritus to create Cyrus, a semi-independent excursion frame named after its pilot. Initially little more than an overarmed power loader, a steady stream of field testing and minor refinements turned Cyrus into a capable support frame. Cyrus's potential was revealed in 4993u when *Blancmange* came to the rescue of its sister ship *Panna Cotta* during a raid by Red Tide aligned pirates. Reports say the mech practically danced across the ships' hulls, denying the highly maneuverable pirates any blind spots to approach. Cyrus kept this up for nearly four hours before the pirates retreated, saving both ships and earning both mech and pilot the eye of ADI-REQ. The prodigal project was returned to Apricot-4 with the *Blancmange* for examination and adaptation, laying the groundwork for what would become the Solar Flare.

The Solar Flare is the latest in ADI-REQ's selection of mobile artillery platforms. Much of the frame's internal volume is devoted to the Decoherent Adiposium Warp Nexus, a combined support and point defense system found throughout ADI-IND's limited naval forces. The density of equipment the frame is designed to carry along with artifact design elements from its orbital origins leave the frame the least graceful of ADI-REQ's lineup while within a gravity well. This unsteadiness, combined with the bulbous "beer belly" formed by the DAWN-S2's internal mounting, earned it the nickname "Barfly" among the initial test pilots. While outside of a gravity well, any traces of this cumbersomeness give way to elegant flight as its integrated EVA thrusters have been perfectly calibrated to work in null-gravity environments.

CORE STATS

Size: 2
Armor: 1
HULL
HP: 10
Repair Cap: 3
AGILITY
Evasion: 6
Speed: 3

Save Target: 11
Sensors: 10
SYSTEMS
E-Defense: 8
Tech Attack: +0
SP: 6
ENGINEERING
Heat Cap: 6

TRAITS

POWER FAILURE

1/round, on a hit with a **ranged weapon**, the Solar Flare may force the target to succeed on an **ENGINEERING** save or they deal half **damage,** , **and** until the end of their next turn. On a **critical hit**, they are treated as if they automatically failed this save.

IONIZED SHIELDING

When the Solar Flare gives **OVERSHIELD** to an allied character, they ignore the effects of **SHREDDED** and **EXPOSED** until the start of their next turn. A character cannot benefit from **IONIZED SHIELDING** two rounds in a row.

INTEGRATED EVA MODULE

The Solar Flare comes with an integrated propulsion system, letting it fly and not be **SLOWED** while underwater or in a low or zero gravity environment.

MOUNTS

MAIN MOUNT | FLEX MOUNT | HEAVY MOUNT

CORE SYSTEM

DECOHERENT ADIPOSIUM WARP NEXUS – SCHEDULE 2

A combined support and point defense system found throughout ADI-IND's limited naval forces, the DAWN-S2 is a stripped back version of this system intended for use on mobile Schedule 2 frames. This stripped back DAWN takes advantage of Adiposium's high energy density to wirelessly form and maintain a suite of remote energy shields for squad support. It can also "catalyse" otherwise conventional ammunition mid-flight to augment its payload, although this is far more limited in scope than ADI-REQ's other offerings.

Shielding Swarm

Passive

Shield Swarm: (Size ½, 0 ARMOR, 5 HP, 10 EVASION, 10 E-DEFENSE, Tags: DRONE)

1/round when you fire a ranged weapon at a target further than **10**, you may deploy a **Shield Swarm** in a free space within **3** of your target or target area. An allied character that moves adjacent to the Shield Swarm gains **OVERSHIELD** equal to your **GRIT+2**. A hostile character that moves adjacent to the Shield Swarm must succeed on an **AGILITY** save or gain **1d6+2 Nutrition**, half on a success. If more than one character moves adjacent to a **Shield Swarm** at the same time, you decide which one it will target. After being activated, the **Shield Swarm** immediately disintegrates.

Electromagnetic Amplification

Active (1CP), Quick Action

For the rest of the scene, **Shield Swarm** affects all characters in a **2** area when triggered.

[Solar Flare artwork goes here]

LICENSE I:
HEAVY SLIME MORTAR, RECOIL LOADER

Heavy Slime Mortar
Heavy Cannon, Inaccurate, Arcing, Ordnance, Loading
[20][1][1d6+3]

This weapon loses **INACCURATE** against targets further than **10**.

On Attack: You may convert up to two free spaces within this weapon's into **GOOEY BIOMASS** for the rest of the scene.

On Hit: The target gains **6 Nutrition**. If they are further than **10**, they also gain an instance of **SLIME COATED** for the rest of the scene.

A lightly modified heavy mortar with attached storage for flash-cooled slime colony ammunition. The small slugs thaw during flight, spreading out into wide nets of grasping sludge before impact. Some of the slime used for this is mixed with chemical reactants to create a strong explosion able to critically damage targets, all without scattering the sludge beyond the point of losing consciousness or coherence.

Recoil Loader
2 SP, Unique, Mod, Limited 3

Choose a weapon with the **LOADING** tag.

As a **protocol**, you may expend a charge to reload this weapon.

Self-loading firearms are a technology far older than Union, but such systems quickly become massive and the heaviest weapons often go without. Modifications to grant this ability are often cumbersome and prone to jamming, although that does little to diminish their effectiveness. One of these modifications involves using canisters of high-pressure gas that can be released on command to expedite loading while still enabling manual ammunition cycling in case of a malfunction or absence of usable canisters.

LICENSE II:
SOLAR FLARE FRAME, ADIPOSIUM BARRIER PYLON, REPULSION CANNON

Adiposium Barrier Pylon
2 SP, Unique, Quick Action

Adiposium Barrier Pylon (Size ½, 0 ARMOR, 5 HP, 10 EVASION, 10 E-DEFENSE, Tags: DEPLOYABLE, SHIELD)

You may deploy a Pylon in a free space within line of sight. This Pylon generates a **1** area around it. When a hostile character attacks an allied character at least partially within this area, their attack gains +1 and they gain **4 Nutrition** every time they hit a character within this area or hit the Pylon itself.

You can only have one active Adiposium Barrier Pylon at a time.

By careful arrangement of overlapping quantum fluctuations, an area can be made into a "kinetic mirror" of sorts capable of shifting the energy of incoming objects and even sending minor pseudo-reflections of the attack back the way it came. This process is energy intensive in the extreme, requiring a high-purity Adiposium core and wireless power transfer from the deploying mech to function. The side effects of such a power source are considered a feature by ADI-REQ.

Repulsion Cannon
Main Cannon, Unique, 1 SP
[10][no damage]

This weapon ignores ranged penalties from **ENGAGED** and cannot be modified or benefit from core bonuses.

On Attack: All allied characters, Drones, and Deployables within the affected area gain **OVERSHIELD 2** and may be pushed **2 spaces** away from you, or as far as possible. Any hostile characters within the affected area must succeed on an **AGILITY** save or be pushed **1d3+1 spaces** away from you, or as far as possible, and take **1d3+1** . Hostile Drones and Deployables automatically fail this **AGILITY** save.

A mixed gravitic and electromagnetic displacer, the Repulsion Cannon fires a linear blast of 'smart grav-mag' distortions able to bolster allied systems while disrupting enemy ones. While the weapon's exact manner of function is a company secret, previous collaborations with SSC's Exotic Materials Group mean it likely shares technology with the Black Witch's Magnetic Cannon.

LICENSE III:
“WHISTLER” ADIPOSIUM CANNON, MASS CONVERSION APPARATUS

“Whistler” Adiposium Cannon

Superheavy Cannon, Arcing, Ordnance, Loading
[25][2][2d6+6]

On Hit: The target gains **Nutrition** equal to their range from you, up to a maximum of **20**.

A downsized version of the “Shrieker” Point Defense Cannon found on all of ADI-IND’s combat ships. Despite being rearranged for artillery use, the gun retains its Adiposium-doped ammunition which energizes the round further and gives it a distinct electromagnetic “trill” similar to its naval counterpart. Unlike the larger Shrieker, the Whistler’s sound when used in-atmosphere is only audible out to 4 miles and falls safely below thresholds for causing hearing damage.

Mass Conversion Apparatus

3 SP, Unique, Quick Action, Limited 3

Choose an allied character within line of sight. You may expend a charge to lose **Nutrition** equal to your **GRIT+4** from yourself or the target, then the target heals **HP** equal to your **GRIT+4**.

The MCA represents the cutting edge of ADI-REQ’s organic-inorganic conversion technology. By breaking down body fat into its constituent elements and reconfiguring them to match a desired material, this device can flawlessly recreate the materials used in mech armor, internal structure, and vital components. While some have suggested the device could be weaponized, the coordination required between the user and target, as well as the ease with which the process can be interrupted, leave offensive use a technical impossibility.

SIZE 1

ADI-REQ LIGHTNING

Striker/Controller

One of Adiposa Requisitions' most specialized offerings, the Lightning is its premiere in-house stealth platform. It was designed from the ground up for misdirection and deception, an ability which extends to its reserved marketing as potential customers must be recommended and vetted by senior licensing specialists before the frame's existence may be officially revealed to them. The Lightning's internal components are highly conventional – especially by ADI-IND standards – and the frame lacks a standardized exterior. Instead, the internals are designed to be mated with shell-level hardware of other Schedule 1 frames of any make or model. The result is a mech that defies expectation and resists reconnaissance of its capabilities. ADI-REQ's Product Information Control (PICon) team often calls it their best kept secret as both the Red Tide Coalition and competing economic interests remain widely unaware of its existence. Others say the frame's limited production runs and sporadic deployments are likely just as much to blame.

CORE STATS

Size: 1
Armor: 0
HULL
HP: 8
Repair Cap: 4
AGILITY
Evasion: 10
Speed: 5

Save Target: 11
Sensors: 8
SYSTEMS
E-Defense: 8
Tech Attack: +1
SP: 6
ENGINEERING
Heat Cap: 6

TRAITS

NULL-SIGNATURE MODULE

The Lightning may choose not to lose **HIDDEN** from **BOOST** or taking **reactions**. While **INVISIBLE** or **HIDDEN**, the Lightning has +1 ✪ on all **checks and saves**.

LIPO-ELECTRIC DISCHARGE

1/round when the Lightning loses **INVISIBLE** or **HIDDEN** from an action or **reaction**, a hostile character within **SENSORS** and line of sight must succeed on a **SYSTEMS** save or they can only draw line of sight to adjacent spaces until the end of their next turn and gain **6 Nutrition**.

SPACIOUS INTERIOR

The Lightning's starting **Cockpit Size** is **1 ½** rather than **1**.

MOUNTS

MAIN MOUNT

HEAVY MOUNT

CORE SYSTEM

ADIPOSIUM IONIZATION GENERATORS

Classified as an electronic warfare device, the Adiposium Ionization Generators create powerful electromagnetic interference by superheating refined Adiposium into a plasma-like state. While not able to generate destructive electrical arcs or fry nearby electronics, the sheer amount of interference caused can be enough to overwhelm even specialized anti-EW equipment. Allied systems must be specifically hardened against these devices and against lipoactive radiation generated by the ionization process.

Thunderstorm Targeting Jammers

Passive

Any attacks or effects that ignore line of sight cannot target you unless you are within their **SENSORS** and line of sight.

Ion Disruption Field

Active (1CP), Protocol, Efficient

You create a ⦿**3** area centered around you until the end of your next turn. All hostile characters in this area can only draw line of sight to adjacent spaces and gain **6 Nutrition** when they start their turn in or enter it for the first time in a round. Any **attacks or saves** you make against characters in this area do not break **HIDDEN** unless you want them to.

[Lightning artwork goes here]

SIZE 1

ADI-REQ THUNDER

Striker/Support

The Thunder possesses a unique blend of stealth and direct combat capabilities with a focus on electronic warfare and a minimal identify/time-to-kill (ID/TTK). The Thunder sports a highly modified design centered around the Adiposium Discorporation Array, a scaled up and technically superior successor to the original Adiposium Ionization Generators found on the Lightning. In essence, the mech is stealthy in the opposite direction to its sibling, being highly disorienting to foes rather than beneath notice. The effort to obscure the Thunder's existence to the same degree as the Lightning routinely leads to internal mix-ups between the frame's equipment and old Thunder-Seiche materials still common in ADI-IND storage sites. Internal petitions to change the mech's name and filing codes remain in sporadic deliberation.

CORE STATS

Size: 1
Armor: 0
HULL
HP: 8
Repair Cap: 4
AGILITY
Evasion: 10
Speed: 5
Save Target: 10
Sensors: 10
SYSTEMS
E-Defense: 8
Tech Attack: +1
SP: 6
ENGINEERING
Heat Cap: 6

TRAITS

SELECTIVE TARGETING NEXI

When attacking with a **NEXUS** weapon, the Thunder may make it gain or ignore the **SMART** tag for the attack.

LOW-SIGNATURE SCANNERS

The Thunder does not break **HIDDEN** from performing **SCAN**, **SEARCH**, or **LOCK ON**.

1/round, when the Thunder is **HIDDEN**, it may **SCAN** as a **free action**.

SPACIOUS INTERIOR

The Thunder's starting **Cockpit Size** is **1 ½** rather than **1**.

MOUNTS

MAIN MOUNT

HEAVY MOUNT

CORE SYSTEM

ADIPOSIUM DISCORPORATION ARRAY

Derived from lessons learned in the Till Incursion, the Discorporation Array integrates directed electronic warfare and mass-transfer equipment with dedicated micromunitions. The end result is capable of not only disrupting active target locks, but creating a sustaining Adipox-Adamine chain reaction able to disrupt most means of visual-based detection. Upon natural dissipation of the reaction, the affected area should be avoided for 20-45 hours to allow remnant lipoactive material to decay.

Lipo-Voltaic Overload
Passive

1/round, when you **SCAN** or successfully use **SEARCH** on a hostile character, an allied character in **SENSORS** and line of sight may transfer up to **5 Nutrition** to the target and **teleport** up to **3 spaces** as a **reaction**. If your ally is **HIDDEN**, they can take this reaction without losing **HIDDEN**.

Lipo-Static Cloud
Active (1CP), Quick Tech

You create a ⊹**3** of soft cover within **SENSORS** and line of sight. Characters outside of it cannot draw line of sight inside, though characters partially or fully inside it can draw line of sight outside as normal. When a hostile character ends their turn in this area, they gain **Nutrition** equal to 1 + the total amount of characters, **DRONES**, and **DEPLOYABLES** in the area.

This area lasts for the rest of the scene.

[Thunder artwork goes here]

LICENSE I:
EMERGENCY CLOAK, ADI-SMOKE CHARGES

Emergency Cloak
1 SP, Unique, Protocol, 1 (Self)

You become **INVISIBLE** until the end of your current turn or until you take damage.

While much effort has been put into visually and electronically obscuring mechs, the venerable method of overwhelming enemy sensors with noise remains highly effective. Little more than a slow-charge burst emitter, the Emergency Cloak is capable of saturating the local area in enough electronic noise to disrupt attempts to target the source for a brief time.

Adi-Smoke Charges
2 SP, Unique, Quick Action, Limited 2

Expend a charge for one of the following effects:

- Nutri-Smoke Rollers (*Grenade*, **5**): Instead of throwing this Grenade, it rolls along a **5** path directly from you, bouncing over obstructions and objects no larger than **Size 1**. It creates **Nutritious Smoke** along this that lasts until the end of your next turn.
- Nutri-Smoke Mine (*Mine*, **1**): Upon detonation, this Mine creates a **2** area of **Nutritious Smoke** that lasts until the end of the detonating character's next turn

A set of semi-autonomous spherical munitions capable of navigating simple obstacles despite being little more than a wheel covered in smoke vents. While not related to similar HA offerings, legal concerns prevent ADI-REQ from recommending against naming of individual munitions.

[Reminder: Nutritious Smoke mostly blocks line of sight (*see Portly Pilots – p.97 for more information)*

LICENSE II:
LIGHTNING AND THUNDER FRAMES, ORGANIC DENIAL SYSTEM, ENFEEBLING BLADE

Organic Denial System
2 SP, Unique, Protocol

Choose an area of **soft cover** within **SENSORS** and line of sight.

The chosen area becomes contaminated with lipoactive energy. The first time in a round that a character benefits from, enters, or moves through the affected area, they gain **4 Nutrition**.

This can only affect one area at a time.

Adiposium delivered via blanket barrage of micromunitions can effectively saturate an existing medium enough to turn it mildly lipoactive. The addition of energy to the equation via munition impacts only serves to excite the cloud further.

Enfeebling Blade
Main Melee, Unique
[2][4]

Before or after attacking with this weapon, you may move **1 space** in any direction. This movement ignores **ENGAGEMENT** and does not trigger **reactions**.

On Hit: The target gains **4 Nutrition**. If an attack with this weapon would break **HIDDEN**, the target gains **8 Nutrition** and must succeed on a **HULL** save or they take **1** each time they take an action or **reaction** until the end of their next turn.

Based off the GMS Type-I Line Tactical Melee Weapons, the Enfeebling Blade typically resembles a rapier and other thrust-style blades coated in Adiposium. While technically able to puncture through heavy armor, careful observation of the target is advised to strike vital areas for maximum internal damage and lipoactive irradiation while leaving minimal opportunity for counterattack. Pilots tied to nobility or in high-ranking positions frequently order customized versions centered on extensive decoration of the sword's hilt region.

LICENSE III:
ROGUE-CLASS COMP/CON, PHANTOM NEXUS

ROGUE-Class Comp/Con

3 SP, Unique, AI

Your mech gains the **AI** tag and the **AMBUSH LOGIC** action.

This system is not a full NHP and cannot enter **cascade**.

Originating from the same bloc compromise that led to the creation of the SOMMELIER-Class Comp/Con, the ROGUE-Class Comp/Con was developed to assist with covert operations and electronic warfare. Each ROGUE Comp/Con comes equipped with an integrated Banshee Reality Scrubber Suite letting it effectively remove a chosen individual's signatures from all sensors and electronic devices capable of detecting them. The exact mechanisms of this equipment is unknown with many suggesting heavy use of paracode, though ADI-REQ has stated on multiple occasions that none of the technology onboard is paracausal in nature.

ROGUE-Class Comp/Cons have been observed to have a higher degree of autonomy than standard Comp/Con units. They have also been observed to have personalities that drift towards being methodical, calculating, and formal.

Ambush Logic

Quick Tech

1/scene, choose yourself or an allied character within **SENSORS** and line of sight. Until the end of their next turn, the chosen character becomes **INVISIBLE** and **HIDDEN** – even if they would not be able to – and hostile characters cannot ignore **INVISIBLE** and **HIDDEN** against them for the same duration.

If the first attack the chosen character makes while **INVISIBLE** and **HIDDEN** hits, it automatically becomes a **critical hit**.

Phantom Nexus

Heavy Nexus, Smart

[5][1d6+4]

All attacks made with this weapon while **INVISIBLE** gain **AP**.

On Hit: The target gains **7 Nutrition**. If you were **INVISIBLE** during the attack, the target gains **14 Nutrition** instead.

Originally intended for auxiliary-class mounting, the unique challenges of lipoactive manufacturing in the field and a series of leadership conflicts over the project's lifespan resulted in a 1300% size increase from initial projections. It is an old joke within ADI-REQ that, had the'department's reorganization come later, the Phantom Nexus would have become a spinal mounted naval weapon.

SIZE 2

ADI-REQ EFFUSION

Support

Shortly after the creation of the "Milk-o-Nami" Pressurized Fluid Cutter, AgriBod worked on developing a compact version specializing in slicing through structures and serving as a sapper frame. Persistent issues with tuning and repairing the compact pressure cutter would have led to the project being scrapped if not for the Steading Expedition Force's suggestion to integrate nanites as part of the fluid mixture. After promising initial tests, the Effusion quickly found its place as a mixed-purpose industrial and humanitarian frame within the SEF's ranks.

CORE STATS

Size: 2
Armor: 1
HULL
HP: 7
Repair Cap: 4
AGILITY
Evasion: 8
Speed: 4
Save Target: 11
Sensors: 10
SYSTEMS
E-Defense: 8
Tech Attack: +0
SP: 8
ENGINEERING
Heat Cap: 6

TRAITS

LIQUID COATING

The Effusion has **RESISTANCE** to ⚡ and 🔥.

LACTATION INDUCERS

As a **protocol**, the Effusion can give its pilot or a passenger currently inside it an instance of **EXCESSIVE PRODUCTION** for the rest of the scene.

PRESSURE CUTTER

1/round, The Effusion can spend a **quick action** to deal **10** ⚡ **AP** to an object, cover, or piece of terrain within 📏**3**. If the pilot and/or passengers have one or more instances of **EXCESSIVE PRODUCTION**, Pressure Cutter deals **+1 bonus damage** for every point of **Nutrition** they are producing.

FLUID MANAGEMENT PUMPS

At the end of its turn, the Effusion can choose to keep or discard any Nutrition produced by **EXCESSIVE PRODUCTION**, even if the pilot and/or passengers have the **OBSTRUCTED** status.

MOUNTS

MAIN/AUX MOUNT

CORE SYSTEM

FLUID-NANITE INJECTORS

Often jokingly called the Holstar by its pilots, the Effusion makes heavy usage of nanites to transport and augment any onboard fluids to serve the needs of the pilot's allies. Reported malfunctions or glitches in these nanites tend to cause "unexpected and drastic increases in lactative output", though ADI-REQ have supposedly addressed these faults.

Whitewash Nanite Hose

Passive

1/round, when you take an action that targets an allied character or object within 📏**5**, choose which effect they receive. You cannot choose the same option on the following round.

- **Anchoring:** Until the end of your next turn, the character or object rolls a **d6** when they experience any **involuntary movement**. On a **4+**, they gain **IMMUNITY** to the movement, but still suffer the effect's other impacts.
- **Transferring:** You can transfer a **CONDITION** from the character or object that was not self-inflicted to you.
- **Mending:** The character or object gain **IMMUNITY** to **SHREDDED** and ignore the **AP** tag on all incoming damage until the end of your next turn.

Emergency Nanite Extinguisher

Active (1CP), Full Action

You spray down a 🔺**7** area that lasts until the end of the scene. Any fires or 🔥 in this area are extinguished and this area cannot be set on fire for the rest of the scene. All allied characters and objects inside this area gain the benefits of **LIQUID COATING** for the rest of the scene, even if they leave the area.

[Effusion artwork goes here]

LICENSE I: THERMOFLUID COATING, NANO-BILGE PUMP

Thermofluid Coating
2 SP, Unique, Quick Action, Limited 3

Expend a charge to choose an allied character within 5 and line of sight, then count the sum of both your and the target's instances of **Excessive Production**. Until the end of their next turn, they can ignore any they gain equal to this sum, up to a maximum of **6** .

While it's long been known that whitewash's middling heat capacity can expand greatly with a suitable fluid medium, Adiposa Industries *was the first to try sourcing this coating to in the field. Users are reminded that, despite its appearance, the ablated "s'more scrap" coating chunks are over 90% carbon scouring by volume.*

Nano-Bilge Pump
1 SP, Unique, Quick Tech

Choose an allied character within **Sensors** and line of sight. If they have the **Slime Coated** condition or **Obstructed** status, they can ignore its effects until the end of their next turn. If the target is a mech or vehicle that is **Shut Down**, you can make it **Boot Up** using this action.

This tech action can be used against mechs or vehicles that are **Shut Down**.

Designed as an emergency measure for handling liquid overflow incidents, these nanites use short-lived bursts of subsonic pressure to redirect liquids into their desired location. A common use for these nanites is quickly pumping mechanical fluids such as coolant, hydraulics, and even reactor fuel to jumpstart a mech's or vehicle's activation process.

LICENSE II: EFFUSION FRAME, PRODUCTIVE SPRAYER, MILKIFIER FLECHETTE VOLLEYGUN

Productive Sprayer
2 SP, Unique, Quick Action, Limited 3

Productive Sprayer (Size 1, 10 HP, 0 Armor, Evasion 10, E-Defense 10, Tags: Deployable)

Expend a charge to deploy a Productive Sprayer within 5 and line of sight. At the start of your next turn, it activates and sprays down a 5 area in production-inducing liquids. All characters start their turn in or pass through it for the first time in a round gain an instance of **Excessive Production**. Unwilling characters can succeed on a **Hull** save to avoid this effect.

You can change the direction of this line at the start of your turn. It cannot be recalled and expires at the end of the scene.

"I mean, when you boil it down, this thing's pretty much just taking an old crop sprayer design, compacting it down into a throwable mini-turret, then having it coat an area in nanite-laced water. Works wonders on crops and people alike."

- Interview with Effusion pilot Howard 'Spill' Tosena

Milkifier Flechette Volleygun
Main Launcher, Unique, 1/round
[8][1d3+1]

If the pilot and/or passengers have one or more instances of **Excessive Production**, count of the sum of **Nutrition** they are producing this way.

On Attack: All characters within the affected area must succeed on an **Agility** save or gain the sum of this produced Nutrition – up to a maximum of **10**. On a success, they gain half **Nutrition**.

These volleyguns fire a wide cone of flechettes coated in spatial-warping nanites able to contain vast quantities of liquids without increasing the flechette's mass. A persistent quirk in the nanite programming often results in the transferred liquids being localized to one region of the target's body, usually taking longer for it to process than if it were transferred directly to their stomach.

LICENSE III: RAINY SANCTUM, AFFLICTION STORAGE MODULE

Rainy Sanctum
2 SP, Unique, Quick Action

You become **IMMOBILIZED** until the start of your next turn as your mech creates a ⦿**3** area of assistive nanites. All allied characters in this area can roll twice on all mech skill **checks and saves** and choose the highest result. Any hostile characters who start their turn in this area or enter the affected area for the first time in a round gain **5 Nutrition**.

An experimental 'smart mist' system derived as an offshoot of the Productive Sprayer turret systems. Using Adiposa's "NaniLact" flash-programmable whitewash mixture, an area of deployed nanites can adapt on the fly to aiding allies or denying enemies which enter its range. Following several blackwash permutations in testing, the production version was hardcoded to ignore any commands outside of the provided catalogue.

Affliction Storage Module
2 SP, Protocol

You can choose to store a **Condition** that was not self-inflicted within the storage module. This stored condition's timers do not count down or apply any effects to you, but you can only store one condition at a time.

Whenever an allied character starts their turn adjacent to you, they can spend a **protocol** to take the condition contained in the storage module. On their next successful attack, the target must succeed on an **ENGINEERING** save or gain that condition until the end of their next turn. If it is a **Portly Pilot Condition**, it instead lasts until the end of the scene.

[!System abnormality detected!]
[Quarantining… quarantine successful]
[Sending abnormality data to internal storage… data received]
[Abnormality Recorded: 7sta3stNoR.impair]
[Abnormal transfer ready: Awaiting signal T5NS-R]

SIZE 2

ADI-REQ
TSUNAMI

Artillery/Support

The Tsunami remains one of the most easily recognizable ADI-REQ frames, its hexapedal arachnid-like design and reinforced howitzer giving it a striking militaristic appearance. Initially called the “Seiche”, it was intended to serve as a pure support role aimed at detecting and defusing live ordnance for both military and civilian purposes. This meant the Seiche had little offensive firepower, with most of its onboard tonnage dedicated to blast plating and defusal equipment. Seiche pilots were quick to notice this shortfall as many would strip the blast plating in favor of heavier armaments. Some would even go so far as to remove most of the defusal equipment onboard to equip artillery cannons and, ironically, mine laying equipment. In time these field refits would become known as the Seiche-Thunder variant.

At first ADI-REQ was perplexed by this “self-defeating and paradoxical” behavior, but the field data gathered gave them invaluable insights on the design’s shortcomings. Interviews with Seiche-Thunder pilots confirmed suspicions that the cumbersome blast plating and specialist defusal equipment provided little safety and utility in return for the vast onboard tonnage they required. In addition, its hexapedal design made it a remarkably stable artillery platform on top of lowering each limb’s resulting ground pressure much lower than other Schedule-2 mechs. Many of the lessons learned from the Seiche and Seiche-Thunder would be implemented into the evolved Tsunami frame.

Attempts to increase the platform’s versatility led to then-experimental Omni-Extractor Mark III special purpose pumping rig to be adapted for the chassis. While intended to provide juicing aid to friendly units, it found immediate popularity with pilots prone to self-inflation and -inundation, particularly those experiencing chronic bacciferous buildup. The mech’s defining feature came late in development when the team was given control over resources from the failed “Heavy Autoloader, GMS Compatible” project of a neighboring lab. The system was successfully adapted for the Tsunami’s Hammerstrike Howitzer, becoming the modern Mandrake Burst Fire Module. Fixing the prototype’s cooling issues and regular air leaks came at the cost of integrating it directly with the Omni-Extractor, thus preventing its use in other frames. Attempts to modify it for general compatibility have been shelved indefinitely due to high costs.

CORE STATS

Size: 2
Armor: 0
HULL
HP: 10
Repair Cap: 3
AGILITY
Evasion: 6
Speed: 2

Save Target: 11
Sensors: 10
SYSTEMS
E-Defense: 10
Tech Attack: +1
SP: 6
ENGINEERING
Heat Cap: 6

TRAITS

SPOTTER-SUPPORT DRONE

The Tsunami is treated as having **SENSORS 20** for all **systems and actions** that target **allied characters**. Any increases to the Tsunami's **SENSORS** also increase the **SENSORS** from this effect by the same amount.

OMNI-EXTRACTOR MKIII

The Tsunami provides **IMMUNITY** to **STUFFED/INFLATED** caused by **FRUITY BODY** to any characters inside its cockpit or trying to enter it.

1/round, at your discretion, any adjacent characters may clear one instance of **STUFFED/INFLATED** as a **free action**.

THREAT SWEEPER NETWORK

1/round, when the Tsunami uses a **system** or **action** that targets an allied character, they ignore **INVISIBLE** on all hostile characters until the end of their next turn.

MOUNTS

MAIN MOUNT

FLEX MOUNT

CORE SYSTEM

'FRUCTOSE' SUPPORTING FIRE

Dependable and rugged, the Hammerstrike Howitzer started as a refit of the standard GMS Howitzer for Seiche-Thunder frames. Additional refinements have been made to improve its combat effectiveness, though besides adding the experimental Mandrake Burst Fire Module and the changes to accommodate it, little has changed from the original refits.

Integrated Mount: *Hammerstrike Howitzer*

Hammerstrike Howitzer

Heavy Cannon, Arcing, 2 (Self), 1/round
[25][X][X]

This weapon cannot make attacks against or centered on targets within **10** and cannot be used as a **reaction**. Attacks from this weapon do not damage or force saves on unwilling allied characters, even if these are from other sources.

On Attack: Choose a mode to fire this weapon in.

Juice-Deluge Shells: [1][1d6+4]
On Hit: The target must succeed on an **AGILITY** save or gain an instance of **FRUITY BODY** for the rest of the scene.

Chaff-Shock Shells: [2][1d6+2]
On Attack: All hostile characters within the affected area must succeed on a **HULL** save or they cannot use any **tech actions** or weapons with the **SMART** tag until the end of their next turn.

Vamp-Nanite Shells: [3][1d3+2]
Any allied characters in this area gain **OVERSHIELD** equal to your **GRIT** plus the total damage dealt from this attack, up to **GRIT+6**. If there are multiple allied characters in the area, the **OVERSHIELD** gain is divided between them.

Mandrake Burst Fire Module

Active (1CP), Full Action

The Tsunami draws all its power into the mech's central loading and firing mechanisms, making you **SLOWED** and unable to take **reactions** until the end of your next turn.

The next time you willingly fire the Hammerstrike Howitzer, you can fire it up to 6 times as part of the same action. The targeted areas cannot overlap and each character can only be attacked once as part of this action.

These attacks can use any combination of modes, ignore the 1/round limit, and do not trigger **Heat 2 (Self)**.

[Tsunami artwork goes here]

LICENSE I: JUCIFIER CHARGES, DISPERSION PADS

Juicifer Charges
2 SP, Unique, Quick Action, Limited 2

Expend a charge for one of the following effects:

- Juice-Mist Grenade (*Grenade*, 5, 1): All characters in the affected area must succeed on an **AGILITY** save or gain an instance of **FRUITY BODY** until the end of the scene.
- Juice-Mist Mine (*Mine*, 1): Once armed, this mine must be detonated remotely as a **quick action**. All characters in the affected area must succeed on an **AGILITY** save or gain two instances of **FRUITY BODY** until the end of the scene, one on a success.

An effective anti-piracy measure once exclusively given to IPS-N vessels making deliveries to ADI-IND's AgriBod division, ADI-REQ have since attached it to the Tsunami license as the frame's Omni-Extractor MKIII is uniquely suited to handling any blue-on-blue incidents caused by usage of such explosives.

Dispersion Pads
1 SP, Unique

While you are not **JAMMED** or **STUNNED**, you gain the following benefits:

- You treat any liquids or soft ground as **normal terrain** and will not sink into them unless desired, potentially ignoring any special effects depending on if they require you to be sinking into or otherwise immersed in them.
- You gain +1 on all **checks and saves** forced by **MINES**.

A footpad modification which utilizes wider soles, a flattened step, and systems commonly found on terrestrial hovercraft to significantly lower a mech's ground pressure. Despite their proven effectiveness at navigating soft terrain and mitigating mine threats, some pilots still maintain they look too ridiculous to be worth using.

LICENSE II: TSUNAMI FRAME, DEFUSAL ROUNDS, TRAPPER'S DELIGHT

Defusal Rounds
2 SP, Unique, Mod

Choose a ranged weapon. This weapon automatically hits any **MINES** in its , , , or . If a **MINE** is hit by a weapon with **Defusal Rounds**, it will detonate as if triggered unless it is not armed. If the **MINE** requires a direction, specific target(s), or similar criteria, you decide.

Many Seiche-Thunder pilots disregarded much of their frame's bulky defusal equipment in favor of what they called "remote impact triggering"; simply shooting at the live ordnance until it explodes. Defusal Rounds aid in this process by making the impact or explosion of the ammunition mimic blast caps or other explosive-based triggers. ADI-REQ recommends using these on wide-area saturation weapons for the best effect.

Trapster's Delight
2 SP, Unique, Quick Tech, Invade

Gain the following options for **Invade**:

HAIRTRIGGER_STRIDE: If used on a hostile character, they automatically fail any **checks and saves** forced by **grenades, mines, terrain, and environmental effects** until the end of their next turn. If used on an allied character, they automatically succeed on any **checks and saves** forced by **grenades, mines, terrain, and environmental effects** until the end of their next turn.

MECHANICAL_OVERRIDE: Until the end of the target's next turn, they roll all saves twice. You can choose which result they take and any saves you influence this way can use the **SAVE TARGET** of either you or the target.

A mixed offensive and utility invade package, the Trapster's Delight was designed to provide opportunities for Tsunami pilots against any targets within the Hammerstrike Howitzer's minimum range. Early iterations of the invade package were limited in scope to mines and grenade-type weapons until a sudden research breakthrough led to the present array of capabilities. Adiposa Industries Requisitions warns all prospective users that the system routinely causes false positive detections in anti-virus and defensecode systems tuned for common HORUS codesigns, which can be safely ignored during use.

LICENSE III:
OPTICAL COOLANT SHUNT, CONCUSSION MORTAR – "JUICED" SHELLS

Optical Coolant Module

2 SP, Unique, Protocol, 1 (Self)

Until the start of your next turn, you gain +1 on all attacks further than **10**, but gain +1 to all attacks within **10**.

If one or more characters inside your mech have at least one instance of **FRUITY BODY**, you may ignore the from this protocol.

The Self-Contained Coolant Nebulizer, derived from similar units found in portable computer hubs, uses a coolant line to a mech's IR sensors to greatly enhance their sensitivity for a short time. The delicate nature of thermal optics necessitates a closed loop and dedicated radiator to prevent cross-contamination with reactor coolant. This does allow for a surprising amount of tailoring of the mixture, a facet especially popular with pilots replete with excess byproducts.

Concussion Mortar – "Juiced" Shells

Main Cannon, Unique, Arcing, Knockback 2, Loading

[15][1][1d3]

On Hit: The target must pass a **HULL** save or be knocked **PRONE** and gain an instance of **FRUITY BODY** that lasts until the end of the scene.

Uncomplicated, easy to modify, and compatible with a wide variety of ammunition, the Concussion Mortar specializes in keeping hostiles away from valuable assets and vulnerable units. Recent reports have also shown that an overwhelming majority of Tsunami pilots coat Concussion Mortar shells in trace amounts of fruit juice for additional attack dissuasion.

SIZE 2

ADI-REQ
EARTHQUAKE

Controller

The Earthquake is one of several ADI-REQ combat frames derived from the Seiche line of industrial chassis. Like all offshoots of the minesweeper platform, it retains little beyond the highly stable hexapedal arrangement and the integrated “Jelly Mold” Shock Mitigation Matrix. The centerpiece of the chassis is its Epicenter Mine-Laying Package, a combination internal fabricator and greywash control matrix capable of retrofitting preloaded ordnance in the field before and after deployment. The directly integrated E-Suite, while often taxing on the mech’s computers, further enhances the effectiveness of deployed mines.

The frame has its origins as Platform Delta in the early stages of Project Faultline, the original initiative to derive a dedicated combat chassis from the Seiche platform. Despite generally positive reviews from test pilots, Platform Delta was dropped in favor of Platform Upsilon to eventually create the modern Tsunami. This angered test pilot Antonio “Blue Lightning” Cantoviadez enough to modify the prototype with his own equipment and infiltrate a live-fire test run of the nascent Tsunami. Prior to being rendered inoperable by combat damage, Platform Delta successfully disabled two of Platform Upsilon’s legs and deployed a two-layer minefield which required 17 minutes to safely extract the test mech from. The act got Blue Lightning permanently barred from pilot duties but the combat footage impressed analysts enough to revisit Platform Delta as a potential combat chassis.

>//ACCESS ARCHIVE_COMPANY_RECORDS_
>//CONTENTS RESTRICTED_
>//CLEARANCE REQ_F4TA53_
>//ACCESS GRANTED: BEGINNING PLAYBACK_

“Antonio Cantoviadez, you are hereby forbidden from all pilot duties for the destruction of company property and interference with testing.”

“Awww, did me showing that Platform Delta’s cancelation was a mistake make some of the higher ups feel threatened?”

“Quite the opposite, you are being reassigned to R&D.”

“Hold on, they actually listened?”

“Even with the limited combat footage our analysts have, they believe it has potential as a powerful mine-laying platform.”

“I thought Platform Upsilon was the decided Seiche-Thunder 2.0.”

“Yes, but the mine dispensing capabilities have been put aside in favor of the Omni-Extractor MKIII and Hammerstrike Howitzer.”

“So it’s not a full replacement... and you need a new frame to handle the capabilities that the Upsilon cannot.”

“Exactly. We are already working on a licensing agreement with Harrison Armory for some of their depreciated equipment.”

“I already know you’re probably buggin’ them on some of the Iskander blueprints. Count me in.”

>//PLAYBACK CONCLUDED: REPLAY (Y/N)?_

CORE STATS

Size: 2
Armor: 0
HULL
HP: 10
Repair Cap: 4
AGILITY
Evasion: 8
Speed: 4

Save Target: 12
Sensors: 15
SYSTEMS
E-Defense: 10
Tech Attack: +1
SP: 8
ENGINEERING
Heat Cap: 6

TRAITS

BOUNCING CHARGES

The Earthquake can move a **MINE** it owns up to **3 spaces** in **SENSORS** as a **protocol**.

SEISMIC SHAKEDOWN

1/round, when a character fails a **save** against the Earthquake, it can force them to move up to **2 spaces**. This movement ignores engagement and does not provoke **reactions**.

ADIPOSIUM EXPLOSIVES

Characters who fail **saves** from **GRENADES** and **MINES** against the Earthquake gain **5 Nutrition**.

MOUNTS

FLEX MOUNT

CORE SYSTEM

EPICENTER MINE-LAYING PACKAGE

"Are you tired of swapping kit between every mission? Do you never seem to bring the right weapon for the job? Does greywash belong in a minelayer's toolkit? If you answered yes to any of these questions, the Epicenter Mine-Laying Package is for you!

The kit includes:
-The venerable Calhoun Mark VII submunition printer.
-A miniaturized MXV greywash control array.
-An integrated Kieva E-Warfare suite.

Designed from the ground up to be used as a package, these normally independent systems come together as an explosive force multiplier on the battlefield!"

– ADI-REQ Marketing Flyer, circa 5003u

Aftershock Breakdown

Passive, Quick Tech

1/round, choose a hostile character within **SENSORS** and line of sight. They must succeed on a **SYSTEMS** save or the target chooses one: They become **IMPAIRED** and **IMMOBILIZED** until the end of their next turn, or they immediately move up to their **SPEED** in a direction of your choice. This movement ignores engagement and does not provoke **reactions**.

This decision is made after the forced movement from **SEISMIC SHAKEDOWN** is resolved.

Greywash Mine Dispensers

Active (1CP), Protocol

For the rest of the scene, when you deploy a **MINE**, you can mark it as a replicating mine. At the end of your turn, if this replicating mine has not detonated, it will create an exact copy of itself in a free space within **3**. It will continue to make copied mines until the end of the scene or it is detonated. These copied mines cannot become replicating, expire at the end of the scene, and cannot be reclaimed.

You can only mark up to 3 mines as replicating in a scene.

[Earthquake artwork goes here]

LICENSE I:
PSEUDOMASSIVE MISSILE ARRAY, IMPROVISED SLAG MUNITIONS

Pseudomassive Missile Array

Main Launcher, Unique, Arcing, 1 SP
[20][1d3+1]

On Hit: The target must succeed on a **SYSTEMS** save or you may pull a **DEPLOYABLE**, **DRONE**, or **MINE** within **3** and line of sight of the target adjacent to them. If the target cannot make **checks or saves**, they are treated as if they failed.

A set of missiles fitted with experimental GKP-A single use gravity burst warheads. Rather than focusing a wireless energy source to maintain the field, power is provided by a rapid-decay Adiposum reaction in the missile itself. Its printer patterns are maintained as a legacy offering; ADI-REQ considers it a technological dead end.

Improvised Slag Munitions

1 SP, Unique, Limited 1

When you suffer **STRUCTURE** or **STRESS** or you take the **BRACE** reaction, you may expend a charge for one of the following effects:

- Slag Grenade (*Grenade*, **5**, **1**): All characters in the affected area must succeed on an **ENGINEERING** save or gain **4** , half on a success.
- Slag Mine (*Mine*, **1**): All characters in the affected area must succeed on an **ENGINEERING** save or gain **8** , half on a success.

This interrupts and resolves before the effects of the **structure or overheating check** apply and does not count as taking an action or **reaction**.

By using prepositioned tanks and a heat-resistant launch tube, superheated coolant fluid at risk of causing system damage can be quickly extracted and moved a safe distance from the damaged mech. The modification of this system to further excite the superheated coolant into an explosive was one of Blue Lightning's more "inspired" ideas, as he could put it.

LICENSE II:
EARTHQUAKE FRAME, FORESHOCK INTRUSION, ACIDIFIER CHARGES

Foreshock Intrusion

2 SP, Unique, Quick Tech, Invade

Gain the following options for **INVADE**:

QUAKE: Choose a free space within **5** of the target. The target becomes **SLOWED** and gains **6 Nutrition** at the end of their turn until they move adjacent to the marked space or until they make a successful **SYSTEMS** save as a **quick action**. This can only affect one character at a time.

RUMBLE: The target becomes **IMPAIRED** and gains **6 Nutrition** at the end of their turn until they willingly fail a **check or save**. This can only affect one character at a time.

EARTHQUAKE USER MANUAL (COMPLETE EDITION) – PAGE 37

The Harmonic Adaptor Sequencing Array and its integrated E-Warfare suite, henceforth referred to as the "Foreshock Intrusion" package, makes use of carefully calibrated ultra-low frequency vibrations to influence hostile systems via traditional Arbitrary Code Execution (ACE) attacks transmitted through the terrain. As such, changes in terrain must be noted and accounted for to prevent signal degradation, target skewing, and soil liquefaction

Acidifier Charges

2 SP, Unique, Quick Action, Limited 2

Expend a charge for one of the following effects:

- Corrosive Grenade (*Grenade*, **5**, **2**): All characters in the affected area must succeed on an **AGILITY** save or become **SHREDDED** until the end of their next turn.
- Acidifer Mine (*Mine*, **2**): All characters in the affected area must succeed on an **AGILITY** save or become **SHREDDED** and **RAVENOUSLY HUNGRY** until the end of their next turn.

Armor Neutralizer CX44 is a carefully calibrated chemical payload designed to compromise the structural integrity of composite materials commonly used in armor plates. The storage requirements of the substance require it to be kept unmixed until the payload is primed to prevent structural degradation of the casing. Adiposa recommends against inhaling the fumes produced by the mixture, citing mild toxicity and "chemical similarity to human neurotransmitters related to aggression and appetite.".

LICENSE III:
COMPACT ASSAULT LAUNCHER, ADI-SHARD CHARGES

Compact Assault Launcher

2 SP, Unique, 1 (Self)

1/round, when you throw a **GRENADE** or plant a **MINE**, you may do so up to **8 spaces** away instead of the normal range. If used with effects that boost the deployment range of **GRENADES** and **MINES** *(e.g.: Iskander's Assault Launcher Trait, Demolitionist Talent, etc.)*, this system grants them +8. You may also choose to deploy them as if they have **ARCING**.

A steady stream of blown out hardpoints on Thunder-Seiche frames lead ADI-REQ to design the weapon their customers were failing to create themselves. Rather than reinvent the wheel, they licensed a deprecated version of the Iskander's Assault Launcher from Harrison Armories and worked to miniaturize it. While less powerful than its predecessor, it proved to be exactly what Thunder-Seiche pilots were looking for. As per the licensing agreement, it can also be mounted directly to the Iskander's Assault Launcher for a drastic increase in range with minimal modification.

Adi-Shard Charges

2 SP, Unique, Quick Action, Limited 3

Expend a charge for one of the following effects:

- Adi-Shard Grenade (*Grenade*, **5**, **2**): All characters in the affected area must succeed on an **AGILITY** save or they will gain **2 Nutrition** for **every space** they move (voluntary or otherwise) until the end of their next turn. On a success, they only gain **1 Nutrition** for every moved space.
- Adi-Shard Mine (*Mine*, **2**): All characters in the affected area must succeed on an **AGILITY** save or they will gain **4 Nutrition** for **every space** they move (voluntary or otherwise) until the end of their next turn. On a success, they only gain **2 Nutrition** for every moved space.

A two-stage explosive device, Adi-Shard charges coat their targets in a special Adiposium mixture that quickly solidifies into fragile crystals. Vibrations from footsteps or velocity changes from moving is enough to fracture these crystals, generating a pulse of paracausal energy able to spontaneously generate adipose tissue in living organisms.

SIZE 1

ADI-REQ
SANDSTORM

Defender/Controller

The Sandstorm started life as the Dianthus Ace Civ-Spec Modification Package, a series of adjustments and equipment for Ace-archetype mechs to serve as cropdusters and field seeders for former warzones in quick need of farming equipment. Due to the origins of these chassis, it was not uncommon for them to be pressed into battle into combat roles in emergencies. Additionally, the nature of regions where such kits were present often left users hesitant to disarm their mechs for civilian use; an arrangement that works but often led to fuel cross-contamination, electrical shorts, and spontaneous pilot fertilization. ADI-REQ responded to these problems by designing a standalone mech frame capable of handling both civilian and military use more effectively than its modified counterparts.

[Sandstorm artwork goes here]

CORE STATS

Size: 1
Armor: 1
HULL
HP: 8
Repair Cap: 4
AGILITY
Evasion: 10
Speed: 5
Save Target: 10
Sensors: 8
SYSTEMS
E-Defense: 8
Tech Attack: +0
SP: 8
ENGINEERING
Heat Cap: 6

TRAITS

INTEGRATED FLIGHT SYSTEM

The Sandstorm can **fly** when it moves.

RELENTLESS SANDSTORM

All hostile characters in **DANGER ZONE** or **EXPOSED** receive +1 ⛀ to all **checks and saves** to avoid **involuntary movement** while within the Sandstorm's **SENSORS**.

MATERNAL STORAGE BAY

Any **Portly Size Increases** from **PRECIOUS CARGO** take up half the **Cockpit Size** they would normally (e.g., Portly Size 1 from Precious Cargo is treated as Portly Size ½). Any adjacent characters of your choosing benefit from this effect for their own mechs or if trying to enter the Sandstorm.

FERTILITY RIG

As a protocol, the Sandstorm can give its pilot or any passenger currently inside it an instance of **PRECIOUS CARGO**. If the target already has an instance of **PRECIOUS CARGO**, they instead can extend its duration by 1 scene or gain **10 Pregnancy Nutrition**.

EXPOSED REACTOR

The Sandstorm receives +1 ⛀ on all **ENGINEERING** checks and saves.

MOUNTS

FLEX MOUNT

CORE SYSTEM

HORNET QUEEN MICRODRONES

Built around the use of hundreds of autonomous microdrones tethered to the 'queen' mech's sensor radius, these microdrones are capable of dispensing aerosolized cocktails into an area. These assorted cocktails can contain ferrofluid, Adiposium-mixed fertilizers, and ignition catalysts. Skilled pilots can effortlessly coordinate clusters of drones to perform tasks ranging from merely searching an area to ferrying supplies from location to location.

Seeding Shield

Passive, Reaction, Overshield, 1 🌡(Self), 1/round

Trigger: An allied character within **SENSORS** and line of sight would take **damage** or 🔥.

Effect: They gain **OVERSHIELD 2** before applying the **damage** and 🔥. Any remaining **OVERSHIELD** is lost after the damage is resolved. For each **Portly Size ½ Increase** you have from **PRECIOUS CARGO**, the **OVERSHIELD** is increased by **1**. You cannot provide more **OVERSHIELD** than your **GRIT+4** this way.

Sea of Sand

Active (1CP), Quick Action

For the rest of the scene, when a hostile character damages an allied character within **SENSORS** and line of sight that has **OVERSHIELD**, they gain **Pregnancy Nutrition** equal to the amount of **OVERSHIELD** they depleted. If the hostile does not have **PRECIOUS CARGO**, they must succeed on a **SYSTEMS** save or they gain an instance and are pushed up to **3 spaces** in a direction of your choice.

LICENSE I: GESTATIONAL-GUARD MISSILES, LIPO-PROTECTION SHIELDING

Gestational-Guard Missiles

Main Launcher, Unique, Arcing
[10][1][1d3+1]

This weapon does not attack allied characters in the blast area; instead blanketing the area in ECM microdrones until the start of your next turn. This area becomes **soft cover** until the start of your next turn and all **tech attacks** against allied characters in this area are affected by cover.

For each **Portly Size 1 Increase** you have from **PRECIOUS CARGO**, this weapon's ⊹ increases by **1**, to a maximum of ⊹**3**.

Special missiles carrying a tandem payload consisting of "Harpy" flash-programmable warhead and aerosolized "Valkyrie" ECM whitewash. Upon reaching the target area, both Harpy and Valkyrie identify the position and allegiance of any units within its area of effect, adjusting their directional explosive charges to eliminate the risk of unintended damage or protection. Code dependencies from the original Valkyrie swarm subroutines result in enhanced performance while the user is experiencing active gestations.

Lipo-Protection Shielding

2 SP, Unique, Protocol, Shield

You become **SLOWED** until the start of your next turn, but you create a ⇗**5** barrier – **3 spaces** high – in a free space within **SENSORS** and line of sight. This barrier provides **soft cover** and characters benefitting from this cover gain **RESISTANCE** to **Nutrition** and **Pregnancy Nutrition**.

Characters may freely pass through it but not end their turns inside it, and any character that would be involuntarily moved inside the barrier stops moving if they would end their movement inside it. This barrier lasts until the start of your next turn.

Handling Adiposium and other lipoactive objects with organic personnel requires special protection few outside of ADI-IND know how to produce. Using a mixture of finely tuned hardlight and blinkfield technologies, this superpositional barrier can identify and diffract any incoming caloric or gestational hazards by distorting realspace within its narrow field. Although the shielding does not completely neutralize these effects, it requires minimal power to operate in addition to letting personnel and material travel through without issue.

LICENSE II: SANDSTORM FRAME, PROTECTIVE WATCH, NURSERY DRONE

Protective Watch

2 SP, Unique, Quick Tech, Limited 3

Expend a charge to choose an allied character within **SENSORS** and line of sight. Until the end of your next turn, when a hostile character makes an attack against your chosen character, they must succeed on a **SYSTEMS** save or they are pushed up to **3 spaces** in a direction of your choice before the triggering attack resolves. If this would prevent them from performing the attack (i.e., moving them out of range or line of sight), they take **2** .

If your **Portly Size** from **PRECIOUS CARGO** meets or exceeds the hostile character's **FRAME SIZE**, they become **SHREDDED** until the end of your next turn on a failed save.

A canister-deployed microdrone swarm is deployed to defend a designated individual. Upon detection of a hostile target lock, the swarm performs a mass-code intrusion via the hostile's targeting system to briefly hijack and confuse integrated stabilization systems into "rebalancing" the mech into an unfavorable position. Despite numerous reports to the contrary, ADI-REQ has found no connection between the drones and increased odds of battlefield pregnancy.

< Keep us safe, and we keep you safe >
< We want to see you and your little ones flourish >
< Let us help you, and you will not regret it >
< What do you say? >

Nursery Drone
2 SP, Unique, Quick Action

Nursery Drone (Size 1, 5 HP, 0 Armor, 10 Evasion, 10 E-Defense, Tags; Drone)

Deploy a special drone in a free space adjacent to an allied character within **Sensors** and line of sight, where it then clamps onto them. While attached, it occupies the same space(s) and moves when the character moves, but the drone cannot be moved any other way.

When a hostile character voluntarily enters, leaves, or exits spaces within **3** of the attached character for the first time in a round, they must succeed on a **Systems** save or be **Slowed** until the end of their next turn.

For each **Portly Size ½ Increase** you have from **Precious Cargo**, you may teleport the target **1 space** in a direction of your choice on a failed save, up to a maximum of **4 spaces**.

You can recall and redeploy the Nursery Drone as a **quick action**.

An offshoot of the Motherly Handoff Drone, these drones come equipped with realspace distorters and hormonal regulators tailored for keeping pregnant individuals protected and comfortable. Although not encouraged by ADI-REQ, it is common for pilots to modify and become personally attached to these drones. Technicians and engineers within ADI-REQ often joke that any pilots licensed to use Nursery Drones would rather sell their mechs to afford repairs for damaged or destroyed ones than get a replacement for a much lower material cost.

LICENSE III:
GESTATIONAL AREA-DENIAL SYSTEM, CARETAKER STABILIZER

Gestational Area-Denial System
2 SP, Unique, Quick Action

Choose a free space within **5** and line of sight. You deploy a **1** area of smart caltrops that last until the end of the scene. Allied characters can move through this area without any issue. Hostile characters treat it as **difficult terrain** and gain **2** if they start their turn in or enter it for the first time in a round. If they have **Precious Cargo**, they also gain **5 Pregnancy Nutrition**.

An adjacent hostile character may clear this area with a successful **Systems** check as a **full action**. You can only have one area at a time but for each **Portly Size 1 Increase** you have from **Precious Cargo**, you can have an additional area active at a time, with no upper limit to how many can be deployed at a time.

A system of smart caltrops designed to non-lethally restrict movement through high priority areas. Based on venerable designs of autonomous, airdropped sensor suites, the GADS replaces scientific equipment with a potent organic fertilization medium doped with Adiposium. Their use as a security measure around AgriBod facilities has led some employees to term the day after facility access tags expire "Mother's Day" in mock honor of their less timely coworkers.

Caretaker Stabilizer
2 SP, Unique, Limited 2

When an allied character within **Sensors** and line of sight would **Brace** or **Stabilize**, you may expend a charge as a **reaction** to let the target clear all .

If your **Portly Size** from **Precious Cargo** exceeds the target's **Board Size**, they gain **Resistance** to inflicted by other characters until the end of their next turn.

Non-intrusive devices added to enhance mech stabilization mechanisms and aid nearby mechs undergoing them. Pilots who use this system frequently report their mech cockpits having a pleasant aroma and whitenoise even outside of combat; a "much needed comfort" ADI-REQ openly admits was unintentional but highly beneficial.

SIZE 3

ADI-REQ LANDSLIDE

Striker/Controller

The Landslide pattern-group is a recent appearance among mechs characterized by a majority organic interior and an unorthodox piloting setup which resembles a symbiotic relationship. Bone-like structural components, gelatinous internal systems, self-regulated metabolism, and a direct biological linkage with the pilot result in a machine that can, by most definitions, be considered a living creature. While difficult to differentiate from the traditional frames they mimic, they can be easily spotted by their routine consumption of organic matter on and off the battlefield. These mechs disproportionately make use of ADI-IND weapons and equipment, although to date no direct link between the company and the pattern group has been determined.

CORE STATS

Size: 3
Armor: 0
HULL
HP: 12
Repair Cap: 4
AGILITY
Evasion: 6
Speed: 3

Save Target: 12
Sensors: 5
SYSTEMS
E-Defense: 8
Tech Attack: 0
SP: 6
ENGINEERING
Heat Cap: 4

TRAITS

BIOFRAME

The Landslide itself cannot gain any **Portly Pilot Statuses and Conditions** or increase in Portly Size, but can gain **Nutrition** for the purposes of its traits.

GOOEY INSIDES

The Landslide can devour targets even when not controlled by a **BIOLOGICAL** pilot. The Landslide has a **Stomach Capacity** equal to its **Frame Size + 1** and does not gain any temporary size from **DEVOURED** targets. If it is piloted, it inherits all digestion-altering effects from the pilot and transfers any **Nutrition** it gains from digestion to the pilot.

NUTRITIONAL MENDING

If the Landslide or Landslide's pilot gains **Nutrition** from any source, it can take the Nutrition instead and restore **HP** equal to that amount. It can only restore **HP** equal to your **GRIT+4** this way each round.

HEAVY FRAME

The Landslide cannot be pushed, pulled, knocked **PRONE**, or knocked back by smaller characters.

MOUNTS

MAIN/AUX MOUNT

FLEX MOUNT

CORE SYSTEM

SWIFT CONSUMPTION DRIVE

"To hell with what HORUS claims, those things are alive and they made them! You can't create something out of biological tissue, give it the ability to move and eat things, then go around saying it 'does not possess any consciousness' or that it 'cannot move or without pilot input'! At bare minimum, it must have a subconsciousness onboard to know not to assimilate the pilot or anyone inside its cockpit! This thing isn't a machine, it's a creature made by NHPs and people bending reality to their will! Their tech, their knowledge, their bodies, all of it is a flagrant violation of what we know should happen! Ra shouldn't exist, HORUS shouldn't exist, that thing shouldn't exist, and yet all of them are an endless reminder that the very rules that make our universe can be broken by forces none of us can comprehend!"

~ Red Tide Remnant internal psychiatric report, patent unknown

Engulfing Charge

Active (1CP), Full Action, Efficient

You move up to **8 spaces** in a straight line, ignoring engagement and terrain penalties. Hostile characters you move through must succeed on an **AGILITY** save or be knocked **PRONE** and become **JAMMED** until the end of their next turn. On a success, they are only knocked **PRONE**. Any **BIOLOGICAL** characters are instead **DEVOURED** on a failed save, even if they have more than **1 STRUCTURE** remaining.


Flard
2025

SIZE 1

ADI-REQ
AVALANCHE

Striker/Controller

An unusual ‘mutation’ to the Landslide pattern group, the Avalanche changes the unorthodox piloting setup to instead become a parasitic relationship in the pilot’s favor. Much of the organic components were traded out for non-space generators capable of converting the pilot’s digestive tract into a theoretically limitless void while connected. Former Avalanche pilots report astronomically elevated appetites and hunger as prolonged connection to these generators can impact the body’s perceived stomach capacity and metabolic needs.

The Avalanche is an alternative frame for Landslide that is unlocked at Rank 2 of the Landslide license

[Avalanche artwork goes here]

CORE STATS

Size: 1
Armor: 0
HULL
HP: 10
Repair Cap: 4
AGILITY
Evasion: 8
Speed: 4

Save Target: 12
Sensors: 5
SYSTEMS
E-Defense: 8
Tech Attack: 0
SP: 6
ENGINEERING
Heat Cap: 4

TRAITS

STAUNCHWALL

1/round, the Avalanche may consume **Portly Size ½** of any **Size Increases** (e.g. Fat Nutrition, **STUFFED/INFLATED**, Pregnancy Nutrition, etc.) from a character you currently have **DEVOURED** to heal **HP** equal to your **GRIT+4**.

SETTLED POWDER

At the end of the Avalanche's turn, all spaces within ⦿**2** of it are treated as **difficult terrain** until the start of its next turn.

DIMENSIONAL INTERNALS

When piloting the Avalanche, any **DEVOURED** targets do not temporarily increase the pilot's **Portly Size**, though this does not impact **Size Increases** from other sources.

All characters **DEVOURED** by the Avalanche must make **Attempt Escape** rolls at +1 ⛀.

MOUNTS

MAIN/AUX MOUNT

FLEX MOUNT

CORE SYSTEM

DEBRIS ACCUMULATION

"He gestured towards the horizon and lo, a horde had risen against him. The sky filled with flame and shrapnel and the false glints of their blades. Their malice tore his will as their weapons tore his meagre frame, and yet the beast within waited. Only when he gave himself fully did the beast act, and only still when he asked for its aid. And so the field fell silent, and he was meagre no more."

Engulfment

Passive

1/round when a hostile character would fail a **check** or **save** to avoid **TRANSMUTED** while adjacent to you, you may immediately inflict **DEVOURED** on them. This does not require an action or **reaction**.

Endless Flow

Active (1CP), Full Action

For the rest of the scene, you gain the following benefits:

- **Engulfment** can inflict **DEVOURED** on characters even if they have more than **1 STRUCTURE** remaining.
- Your frame increases its **Frame Size** and **Cockpit Size** by 1 increment *(e.g, ½ to 1, 1 to 2, 2 to 3)*, up to a maximum of **Size 3**. If this would cause you to occupy the same spaces as another character or object, you or they are pushed into a free space as close to the other character or object as possible.

All hostile characters adjacent to you when you use this action must succeed on an **AGILITY** save or be **TRANSMUTED** for the rest of the scene and are immediately **DEVOURED** by you.

LICENSE I: ALCHEMIST KNIFE, BLINKSPACE CLEAVER

Alchemist Knife
Auxiliary Melee
[⌘ 1][1 ⌀]

This weapon does **3** ⌀ to **BIOLOGICAL** characters instead of **1** ⌀.

On Hit: The target must succeed on a **HULL** save or be **TRANSMUTED** until the end of their next turn.

On Critical Hit: The target makes the save at +1 ⦵.

Barely distinguishable from GMS Type-I Line Tactical Knives, these special blades come integrated with liturgicode injectors able to 'infect' mechs and vehicles upon contact. These effects are short lived and limited in scope due to the jury-rigged nature of the code, often being written off as simple diagnostic errors in after-action reports.

Blinkspace Cleaver
2 SP, Unique, Mod

Choose a **CQB**, **CANNON**, or **MELEE** weapon.

On Hit: The target must succeed on a **SYSTEMS** save or be teleported up to **3 spaces**.

"Ten cuidado con lo que deseas, puede que no salga como querías."

["Be careful what you wish for, it may not turn out as you desired."]

LICENSE II: LANDSLIDE AND AVALANCHE FRAMES, GASTRIC ATTENUATION ARRAY, QUICK BITE

Gastric Attenuation Array
2 SP, Unique, Protocol

You choose one of the following effects that apply to all characters currently **DEVOURED** by you, even if you are outside of your mech. The chosen effect remains active until the end of the scene, until it is changed, or until the mech or system are destroyed. You may choose to end or switch any of these effects as a **protocol**.

- **Pinkwash Conversion:** All **non-Nutrition damage** characters currently **DEVOURED** by you take is converted into **Nutrition**. ⌀, ϟ, and ✷ are turned into **1 Nutrition** per point of damage, 🌡 and 🔥 are turned into **2 Nutrition** per point of damage.
- **Acidic Supercharge:** You lose **5 Nutrition** at the start of your turns and all **DEVOURED** characters are treated as **SHREDDED**.
- **Signal Booster:** You and allied characters that have line of sight to you also have line of sight to **DEVOURED** characters for the purposes of **tech actions**.

A refined and standardized version of the high-stress digestion systems common amongst Manus-archetype frames. Minimally invasive augmentations are paired wit-
[WARNING: DATABASE CORRUPTION DETECTED]

//You have {query}? It is {unwise} to {query} my friends.

Quick Bite
2 SP, Unique, Quick Action, 1 🌡 (Self)

1/round, choose a **hostile BIOLOGICAL character** or **wreck** that is adjacent to you.

If the target is a character, they must succeed on a **HULL** or **AGILITY** save (your choice) or they are **DEVOURED** by you. If the target is **PRONE** or is smaller than you, they make the save at +1 ⦵.

If the target is a wreck, it is completely destroyed, you gain **4 Nutrition** for every **Board Size ½** increment the wreck is, and any characters inside the wreck are **DEVOURED** but not immediately digested.

Modified ARTEMIS-Class NHP liturgicode intended to safely dispose of post-battle wreckage and hazardous material. Support units equipped with EMS Hardsuits have creatively used these to get wounded pilots out of wreckage for reformation during heated combat engagements.

*//{scraps} and {junk}, bad flavor, good nutrients_*
*//{live} meals are much {tastier}_*

TARTARUS-Class NHP

3 SP, Unique, AI

Your mech gains the **AI** tag. Every time you inflict **DEVOURED** on a unique character, you gain a **Meal Charge**, up to a maximum of **4**. These charges persist between scenes but reset if you perform a **FULL REPAIR**.

When a hostile character in line of sight successfully passes a **save** to avoid being **TRANSMUTED** or **DEVOURED** – including **ATTEMPT ESCAPE** rolls – you can expend a Meal Charge to make them reroll the result. The target must take the second result, even if it is worse.

If the target has more than **1 STRUCTURE** remaining and you would not be able to inflict **DEVOURED** on them because of it, you can expend a Meal Charge to treat them as if they had only **1 STRUCTURE** remaining.

Expending a Meal Charge using this system does not count as taking an action or **reaction**.

The origin of the TARTARUS-Class NHP remains one of ADI-IND's best kept secrets, to the point that many of those familiar with the beings believe them to be mutated or otherwise "corrupted" ARTEMIS personalities. They are much more impulsive than other NHPs, often relying on what they dub "gut instinct" over thoughtful planning. This, combined with their universal love of food and "hunting" prey, has given them an animalistic image in the eyes of those that use them. Due to their atypical shackling and casket construction requirements, users of TARTARUS-Class NHPs are advised to undergo routine psychiatric evaluations to prevent and monitor instances of pilot/copilot personality bleed.

*//Am not an {NHP}_*
*//May {think} so, but am not_*
*//{casket} and {cycling} are pretend_*
*//No need for {concern}, mean no {harm} to you_*
*//Simply want more {food} for us both_*
*//Prefer {live} prey, but any {sustenance} will do_*

Meal Melder

Main Cannon, Unique, 1 SP, AP

[8][1d3+2]

On Hit: The target must succeed on a **HULL** save or be **TRANSMUTED** for the rest of the scene. If the target is already **TRANSMUTED**, a hostile character within **5** and line of sight of the target must succeed on a **HULL** save or be **TRANSMUTED** for the rest of the scene.

Any characters **TRANSMUTED** this way can be **DEVOURED** even if they have more than **1 STRUCTURE** remaining.

[ERROR: DATABASE CORRUPTION DETECTED]
[NO ENTRY FOUND FOR: "MEAL MELDER"]

*//Little {secret} between us_*
*//All the {food} we ever desired_*
*//{sweets}, {sours}, {spicys}_*
*//Any and all our {stomachs} can have_*
*//Oceans of {nutrition} waiting for us_*
*//We should {feast} before it all spoils_*

SIZE 1/2

ADI-REQ
SINKHOLE

Controller

Created as a joint effort between AgriBod and ADI-REQ’s Gastronomics Division, the Sinkhole is Adiposa Industries’ counter to mech-scale engulfment and devourment threats on the battlefield. The design combines the lessons learned from the TU-N/A line of Stomach Infiltration Plating with a unique detachable hardpoint matrix to create a mech that retains near-total combat effectiveness when eaten. The primary body is hardened against high-acid environments and physical inundation while the overlaid “Battle Harness” exoframe can act as either a standard hardpoint or be detached as a self-contained drone system. While initially marketed to hunters of megafauna, the frame has seen unexpected popularity with Karrakin gladiators following its famous use in defeating "The Lords of the Onyx Blade" in a two-on-two bout.

[Sinkhole artwork goes here]

CORE STATS

Size: 1/2
Armor: 1
HULL
HP: 6
Repair Cap: 3
AGILITY
Evasion: 10
Speed: 5
Save Target: 12
Sensors: 8
SYSTEMS
E-Defense: 10
Tech Attack: +1
SP: 6
ENGINEERING
Heat Cap: 4

TRAITS

ABLATIVE SHIELDING

The Sinkhole has **RESISTANCE** to ⚡.

SUBSIDENCE DESIGN

The Sinkhole is treated as **BIOLOGICAL** and having only **1 STRUCTURE** remaining for the purposes of any means of inflicting **DEVOURED**.

The Sinkhole can draw line of sight to spaces within **SENSORS** while **DEVOURED**.

KARST ANTI-COGNATIVES

1/round, when a hostile character starts or ends their turn adjacent to the Sinkhole, it can force them to succeed on a **HULL** save or they involuntarily inflict **DEVOURED** on it.

MACHINE ASSISTANCE

If a pilot is **DISMOUNTED** and is within the Sinkhole's **SENSORS**, they gain **soft cover** and **+2 SPEED** from their mechanical assistants. This effect only applies if the Sinkhole is controlled by a different pilot or an AI/NHP.

Any movement using the **SPEED** from this trait counts as **involuntary movement**.

SELF-CALIBRATING EXOSKELETON

The Sinkhole's **Cockpit Size** is double its base **Frame Size**. Any increases to base Frame Size such as Formorian Frame are also subject to this effect.

Whenever the pilot's **Board Size** exceeds the Sinkhole's **Frame Size**, its Frame Size will be temporarily increased to match the pilot's Board Size.

MOUNTS

MAIN MOUNT **FLEX MOUNT**

CORE SYSTEM

BATTLE HARNESS EXOFRAME

The Battle Harness Exoframe is a special outer sub-frame built around the Sinkhole's core chassis. This sub-frame can detach from the core unit to autonomously carry out tasks ranging from carrying objects to identifying and engaging hostiles. When not detached, the subframe's manipulators can act as additional hardpoints for mech-scale weaponry.

Manipulator Drones

Passive, Quick Action, Drone

Manipulator Drone: (SIZE ½, [5+GRIT] HP, EVASION 10, E-DEFENSE 10, Tags: DRONE)

This mech comes with a set of hovering manipulators able to be controlled like a **Drone**, letting the pilot remotely manipulate objects and the environment along with using weapons.

The Manipulator Drone can be deployed in a free space within **SENSORS** and line of sight as a **quick action**, where it becomes a stationary, hovering drone. When doing so, choose all **MAIN** and **AUXILIARY** weapons from one of your frame's mounts. Once deployed, you can still make normal attacks with this weapon but the weapons draw line of sight, **THREAT**, and **RANGE** from the drone instead.

You may recall or redeploy the Manipulator Drone as a **quick action**. Until recalled or destroyed, it remains deployed until the end of the scene. If destroyed, all weapons it was holding are dropped in the same space as the Drone and must be retrieved as a **free action** when adjacent.

During a rest or **FULL REPAIR**, this drone regains all **HP** and is automatically repaired if it was destroyed.

Cavern Collapse

Active (1CP), Free Action, Efficient

This action can only be taken while **DEVOURED**.

The character that currently has you **DEVOURED** is unable to take the **RELEASE PREY** quick action against you. Instead, they must make a contested **HULL** check as a **full action**. If you lose, you are forced into a free adjacent space. If you win, you remain **DEVOURED** and they become **IMPAIRED** and **SLOWED** until the end of their next turn.

For the rest of the scene or until you are no longer **DEVOURED**, the character that currently has you **DEVOURED** gains **LOCK ON** at the start of their turn. Additionally, you can deploy drones to free spaces outside of their stomach.

LICENSE I:
FEEDING MANIPULATORS, SUET UPLINK

Feeding Manipulators
Main Melee, Unique
[⌘1][no damage]

This weapon ignores penalties to **MAIN** weapons from **DEVOURED**.

On Hit: Choose one of the following:

- The target gains **8 Nutrition**.
- The target must succeed on a **HULL** save or they must inflict **DEVOURED** on you if your mech counts as **BIOLOGICAL** and is currently adjacent to them. If the target is **RAVENOUSLY HUNGRY** or **GRAPPLED**, they automatically fail this save.

Typical modifications to a combat mech's manipulators consist of reinforcing or weaponizing them for enhanced melee capabilities. ADI-REQ opted for a different approach, adding additional padding to enhance its ability to perform delicate feeding-based tasks.

Suet Uplink
2 SP, Unique, Quick Tech, Invade

Gain the following options for **INVADE**:

ENERGY_SPIKE: Until the end of your next turn, all **DRONE**, **SEEKING**, and **NEXUS** weapons and systems gain +1 ✪ against the target and the final attack rolls for them cannot be affected by ⛀. A character can only be affected by one **SUET UPLINK** option at a time.

SWARM_FEAST: Until the end of your next turn, the target gains **3 Nutrition** each time they take **non-Nutrition damage** from a **DRONE**, **SEEKING**, or **NEXUS** weapon or system. This does not include any Nutrition from this effect. A character can only be affected by one **SUET UPLINK** option at a time.

The Suet Uplink is a high-compatibility intrusion package aimed at enhancing drone-command systems. Successful script execution results in the target's reactor spiking energy production before transmitting this additional power to any drones or nanites in the network. While unable to overspool reactors before ICE suppression, it can provide a short-lived boost to targeting hardware and lipoactive equipment.

*[Reminder: When used on the Sinkhole, it synergizes really well with **Scanner Swarm** from the Balor license]*

LICENSE II:
SINKHOLE FRAME, LIPO-PULSE NEXUS, DD-2 "ZENITH" CLOSE SUPPORT DRONE

Lipo-Pulse Nexus
Main Nexus, Unique, Smart
[⦿1][2 ϟ]

This weapon ignores penalties to **MAIN** weapons from **DEVOURED**.

You may center this weapon's attack on either yourself or any of your **DRONES** within **SENSORS**, counting as having a valid path to the target even when **DEVOURED**.

On Hit: The target gains **6 Nutrition**.

If you center it on yourself while you are **GRAPPLED** or **DEVOURED**, this attack instead has ⌘ **1** and does **4** ϟ and **8 Nutrition**.

Rather than a singular weapon, the Lipo-Pulse Nexus is a network of lipoactive pulse generators attached to the frame's exterior. These generators are capable of limited self-propulsion and can attach to friendly drones though they lack any internal power generation, with their output strength directly proportional to the power supply of the unit it is attached to.

DD-2 "Zenith" Close Support Drone
2 SP, Quick Action, Drone

Zenith Drone: (SIZE ½, 5 HP, EVASION 10, E-DEFENSE 10, Tags: DRONE)

Place a Zenith Drone in a free space within **SENSORS** and line of sight, where it becomes a stationary, hovering drone.

When deployed, you gain the **PRIORITY TARGET** reaction, which can be used 1/round per deployed drone.

DD-2 "Zenith" CSDs are standard combat drones with all onboard systems including its 'Extra Pounder' anti-mech laser, being powered by a stable Adiposium-Alpha decay power source that can be safely overclocked at critical moments.

Priority Target
Reaction, 1/round per Drone, Tags

Trigger: You or an allied character start their turn adjacent to a hostile character that is within line of sight of the Zenith Drone.

Effect: You can make a ranged attack against them with the drone, gaining your **GRIT** as a bonus to its roll, and dealing **2** ϟ and **3 Nutrition**. If the triggering character is currently **GRAPPLED** or **DEVOURED** by the target, the attack gains +1 ✪ along with dealing an additional **2** ϟ and **3 Nutrition**.

LICENSE III:
ORCHESTRATOR-CLASS COMP/CON, DD-5 "NADIR" AREA DENIAL DRONE

ORCHESTRATOR-Class Comp/Con

3 SP, Unique, AI

Your mech gains the **AI** tag and the **SWARM COORDINATOR** protocol.

ORCHESTRATOR is not a full **NHP**, so cannot enter cascade.

REQ-DEP's final and most ill-conceived project, the Mastermind Fleet Nexus was intended to be a grand overseer position to all ground and orbital logistics in the Apricot system. Infrastructure refits were already well underway when Union officially denied the company access to the NHP it was designed to center around, so REQ-DEP hastily retrofitted a suite of existing MADDIE-4 Cargo Management Comp/Cons as a temporary stop-gap. Negotiations with the USB dragged on right until REQ-DEP was dismantled and replaced by ADI-REQ, who immediately cancelled the project. Datamining of the decommissioned MADDIE-4s revealed heavy bloat and mounting system degeneration; however, several were surprisingly salvageable. The novel frameworks that maintained these overclocked Comp/Cons through their trial-by-fire formed the foundation of the ORCHESTRATOR-Class.

The ORCHESTRATOR-Class Comp/Con is optimized for field management of autonomous remote assets with a particular focus on self-contained drones. The system's unorthodox processing framework results in surprising efficiency at the cost of visual grace- drones under its command experience close encounters and near misses at a rate far above average. These "dances", combined with the system often developing a degeneration-negligible fascination with music, have given them a reputation as music aficionados which ADI-REQ's marketing materials often lean into.

Swarm Coordinator

Protocol, 1 (Self)

You become **IMMOBILIZED** until the start of your next turn, but gain the following benefits during this time:

- All attacks and saves from **DRONE** weapons and systems against characters within your **SENSORS** are rolled twice. You and allied characters may choose either result while hostile characters must choose the lowest result.
- 1/round, you may move a **DRONE** within **SENSORS** - allied or hostile – up to **4 spaces** as a **free action**.
- All **DRONES** you currently have deployed benefit from your **RESISTANCES** if you are not **SHREDDED**. If these **RESISTANCES** comes from a **SYSTEM**, the **DRONE** counts as having an activated copy of that system for the purposes of damage reduction.

DD-5 "Nadir" Area Denial Drone

2 SP, Quick Action, Drone

Nadir Drone: (SIZE ½, 5 HP, EVASION 10, E-DEFENSE 10, Tags: DRONE, INVISIBLE)

Place a Nadir Drone in a free space within **SENSORS** and line of sight. Upon deployment, it generates a ⊙**2** area.

All hostile characters treat this area as **difficult terrain** and must make an **ENGINEERING** save if they start their turn in or enter this area for the first time in a round. On a failure, they gain **8 Nutrition** and are **SLOWED** until the end of their next turn. On a success, they only gain **4 Nutrition**.

Part terraforming tool, part smart weapon. The DD-5 "Nadir" Area Denial Drones were developed as a "renewable and versatile alternative" to landmines and other ground-based area-denial weaponry. When deployed, the drone quickly burrows into the ground before using a mixture of directional terrain vibration and Adiposium pulses. The end result is what amounts to a relocatable fattening bog able to distinguish between allied and hostile units. Long term ecological impacts of Nadir Drones are currently under review by AdFOD.

SIZE 1

ADI-REQ
BLOOM

Controller/Support

Perhaps one of Adiposa Requisiton's most abnormal frames, the Bloom is ostensively a humanitarian frame made in response to the Reiskta Biosphere Collapse. This was the result of a devastating accumulation of environmental and anthropocentric factors that left the world unable to support traditional floral life and causing mass infertility in any fauna present. The AgriBod Division's Steading Expeditionary Force was dispatched to the planet to stabilize the unfolding disaster. Part of this process involved the formation of an NHP Gesalt tasked with finding a permanent solution custom-tailored to the planet's blight. During this process, an attack by opportunistic raiders severely damaged each of the mechs carrying the NHP caskets, causing a cascade that permanently merged each of the NHP subjectivities together. The resulting consciousness from this accidental merging was named ATTIS.

The result of ATTIS Prime's solution was a juice-generating retrovirus and human-plant hybrids able to intaking nutrients through direct consumption, capable of photosynthesis, and able to produce highly nourishing fruits for a food source. Combined with a supply of eco-friendly fertilizers produced by the AgriBod Division, these human-plant hybrids dubbed the Blossomed were able to become part of and restore Reiskta's biosphere to pre-Collapse standards. Further development by ADI-REQ used genetic samples from Blossomed to create a mech specializing in producing the retrograde virus and Blossomed embryos.

The Bloom is an unusual frame due to its heavy use of organic materials. The central computer, life support system, reactor and housing, and spine are the chassis' only inorganic components. The rest of the mech is assembled as 16 distinct "buds" of varying sizes which are placed in corresponding slots on the core components and doped with a specially formulated growth accelerator. So long as the buds are supplied nutrients, either by IV, automated sprayer, or submerging in a nutrient bath, the mech will fully grow into shape in approximately 10 hours. Once growth concludes, the pseudo-petal cockpit shielding will "bloom" open, signaling that the mech is ready for its pilot. This unique assembly process leaves every Bloom unique as no two will share the exact same bark patterns or bud scars.

>//ACCESS ARCHIVE_BLACKBOX_SECURE_
>//CONTENTS RESTRICTED_
>//CLEARANCE REQ_F4TA53_
>//ACCESS GRANTED: BEGINNING PLAYBACK_

!WARNING: 82% CHANCE TARGET IS FRIENDLY!

"Not anymore. Whatever's in there ain't Kal- a-ah!"

WARNING: ANOMALOUS SHIFT IN PILOT BIOSIGNATURE DETECTED

"Y'think! I'm a damn balloon! This better be reversible…"

!WARNING: FOREIGN LIFESIGN DETECTED IN COCKPIT!

"Foreign life... no. Oh-ho no you did not…"

!WARNING: 82% CHANCE TARGET IS FRIENDLY!

SAFETY OVERRIDE CONFIRMED CHAINAXE AT 72% INTEGRITY

"Time to meet your father, kid."

>//PLAYBACK CONCLUDED: REPLAY (Y/N)?_

CORE STATS

Size: 1
Armor: 0
HULL
HP: 10
Repair Cap: 4
AGILITY
Evasion: 8
Speed: 4

Save Target: 12
Sensors: 10
SYSTEMS
E-Defense: 8
Tech Attack: +1
SP: 8
ENGINEERING
Heat Cap: 5

TRAITS

PERSONAL GARDEN

The Bloom's starting **Cockpit Size** is **3** rather than **1**.

ALGAL FOREST

When the Bloom is **IMMOBILIZED**, its **SENSORS** is increased by **+10**. The Bloom can choose to become **IMMOBILIZED** until the end of its next turn as a **protocol**.

MACHINE ASSISTANCE

If a pilot is **DISMOUNTED** and is within the Bloom's **SENSORS**, they gain **soft cover** and **+2 SPEED** from their mechanical assistants. This effect only applies if the Bloom is controlled by a different pilot or an AI/NHP.

Any movement using the **SPEED** from this trait counts as **involuntary movement**.

FERTILITY RIG

As a protocol, the Bloom can give its pilot or any passenger currently inside it an instance of **PRECIOUS CARGO**. If the target already has an instance of **PRECIOUS CARGO**, they instead can extend its duration by 1 scene or gain **10 Pregnancy Nutrition**.

EXPOSED REACTOR

The Bloom receives +1 ⊖ on all **ENGINEERING** checks and saves.

MOUNTS

FLEX MOUNT

CORE SYSTEM

LIFEWEAVER GENYSIS MODULE

The first stage of ATTIS Prime's efforts to resolve the Reiskta Biosphere Collapse centered on the creation of motile plant caretakers to steward the world. Analogous to subalterns in physical capability, these "Blossom Buds" could be commanded by a linked individual while retaining the ability to adapt to changing environments. Fears of further raider activity led to the breeding of the first combat forms by the planet's inhabitants. Thanks to cuttings given to ADI-REQ, all models on offer today can trace their lineage back to these original combat units. Outside of battle, Bloom units are capable of mass Blossomed gestations and slow-acting retrograde juice viruses for biosphere restoration. In combat, the Lifeweaver Genysis Module can rapidly create Proto-Blossomed and generate short-lived clouds of nanite-laced juice virus which react to any perceived hostile activities.

Floral Release

Passive, Quick Action

2/scene, choose a hostile character within line of sight with at least one instance of **FRUITY BODY**. They clear an instance and an allied character within line of sight can clear a **condition** that was not self-inflicted. If your total **Portly Size** from **PRECIOUS CARGO** and **FRUITY BODY** exceeds the ally's **Board Size**, they may clear an additional condition.

Helping Hands

Active (1CP), Protocol

Druidic Assistant: (Size ½, 0 Armor, 5+GRIT HP, EVASION 10, E-DEFENSE 10, SPEED 4, Tags: DRONE, BIOLOGICAL)

You may lose **20 Pregnancy Nutrition** to create a Druidic Assistant in a free adjacent space. Your Druidic Assistant can move independently on your turn, but cannot take any actions other than one of the following actions on your turn:

- **Concussive Juices:** When you or an allied character are adjacent to the Druidic Assistant, your first successful attack may push the target **2 spaces** in any direction after the attack resolves.
- **Infectious Juices:** The next hostile character that starts their turn within or enters ⟋**3** and line of sight of the Druidic Assistant must succeed on an **AGILITY** save or gain an instance of **FRUITY BODY** for the rest of the scene.
- **Seeding Juices:** The Druidic Assistant sprays a special thermoreactive liquid on a surface within ⟋**3** and line of sight. When a hostile character moves adjacent to this surface, they must succeed on an **AGILITY** save or gain an instance of **PRECIOUS CARGO** and become **IMPAIRED** until the end of their next turn. If they already have **PRECIOUS CARGO**, they instead gain **10 Pregnancy Nutrition** and become **IMPAIRED** until the end of their next turn.

[Bloom artwork goes here]

LICENSE I: OVERGROWTH RIFLE, DRUIDIC BLESSING

Overgrowth Rifle
Main Rifle, Unique
[8][1d3+1]

On Hit: The target must succeed on a **Hull** save or become **SLOWED** until the end of their next turn. If the target has an instance of **FRUITY BODY**, they are instead **IMMOBILIZED** until the end of their next turn.

Originally designed for efficient transport of biome seeding samples, it was soon discovered that the dense fertilizer/hormone slugs the seeds came packed in could survive being shot from a gun. While lacking in raw impact, the rapid growth of plant life it causes can hinder even the largest mechs if it hits the right spot.

Druidic Blessing
2 SP, Unique, Quick Tech, 1 (Self)

Choose a hostile character within **SENSORS** and line of sight. They must succeed on a **SYSTEMS** save or they must choose one: gain an instance of **FRUITY BODY** for the rest of the scene, or become **IMMOBILIZED** and **SHREDDED** until the end of their next turn. If the target is **IMMUNE** to one option, they must pick the other. If they are **IMMUNE** to both, they take **2** .

If your total **Portly Size** from **PRECIOUS CARGO** and **FRUITY BODY** exceeds the target's Board Size, they make the save at +1 .

A character can only be affected by this action **1/scene**.

The Radia genus of organic machinery includes all breeds of electromagnetic processing flora produced on Reiskta. Experimentations with the Radia lenire species of ultrasound equipment produced a stable mutant strain capable of focusing its output at great distance. While not useful for its original purpose, further modifications to the newly-dubbed Radia lenire longinquus subspecies proved a surprisingly effective weapon against targets undergoing active gestation.

LICENSE II: BLOOM FRAME, CULTIVATION DRONES, INVITRIC THERMAL SINK

Cultivation Drones
3 SP, Unique, Quick Action, Limited 2

Cultivation Drone: (Size ½, 0 ARMOR, 5 HP, EVASION 10, E-DEFENSE 10, Tags: DRONE, SHIELD, OVERSHIELD)

Expend a charge to place a Cultivation Drone in a free space within **SENSORS** and line of sight, where it creates a **2** area. Any allied characters in this area can spend a **quick action** to clear an instance of **STUFFED/INFLATED** or lose **10 Nutrition**. Upon doing so, the drone is immediately destroyed, becoming part of the natural flora. Up to two allied characters in this area gain **OVERSHIELD** equal to your **GRIT+4** and this area becomes **soft cover** until the end of your next turn.

The Cultivation Drone can be moved to any point within **SENSORS** as a quick action. It cannot be recalled and expires at the end of the scene.

"Our initial problem was that our ecological drones were...inefficient. For every one tree they planted, it would require ten to make and maintain. Our solution to this inefficiency is not a perfect one but the main thing it provides is time. Time to rebuild, time to recover, time to reevaluate. The goal is not to reclaim a planet with these drones, but to let it survive long enough to be stabilized and to stabilize itself."

~ Mistkati Hsotis, AgriBod researcher

Invitric Thermal Sink
2 SP, Unique, Protocol, Limited 2

Expend a charge to clear all from an adjacent allied character. However, you gain an instance of **PRECIOUS CARGO** if you do not have one already and gain **2 Pregnancy Nutriiton** for each point of cleared.

A standard modification package for ADI-IND's HN-Pattern Heat Sink racks which incorporates an externally mounted connection port capable of rapidly siphoning excess heat from friendly mechs. To prevent overheating and reduce system load, the heat sinks are directly tied to the life support via a black box Genesis Nexus, allowing excess heat to be safely stored within the pilot as a rapid-decay Class C2 organic.

ATTIS-Class NHP

3 SP, Unique, AI

Your mech gains the **AI** tag and the **Floral Wrath** action.

One of the few if only recorded NHPs created through the merging of multiple subjectivities into a single consciousness, ATTIS has been the subject of intensive research by the Union Science Bureau and AgriBod Division into their unique sentience. Much of its behavioral and paracausal abilities can be traced back to its origins as an ecological NHP Gesalt, such as its ability to manifest sentient plant matter even in environments that would normally be hostile to them.

ATTIS clones are often characterized as being loyal, steadfast, kind, and perfectionistic to a fault. Disagreements between them and Comp/Con units, AIs, and NHPs are astonishingly low and they display a high affinity towards ideas of achieving wholeness or coalescence.

Floral Wrath

Quick Tech, Limited 1

1/scene, you create a ⊹ **2** area in a free space within **Sensors** and line of sight. This area becomes **difficult terrain** overgrown with special vines that last for the rest of the scene. Any hostile characters that end their turn in or enter this area for the first time in a round must succeed on a **Hull** save or become **Immobilized** until they or an adjacent character makes a successful **Hull** save as a **quick action**.

When a hostile character is **Immobilized** by these vines, they gain an **Overgrowth Counter** starting at **1**. Every time they attack, force a save on another character, or end their turn **Immobilized** by the vines, their **Overgrowth Counter** increases by 1. This counter resets at the end of the scene and each of the counter's effects are cumulative.

1: No effect
2: If the target does not have at least one instance of **Precious Cargo**, they gain an instance of it.
3: They gain an instance of **Excessive Production** for every active drone and deployable you have at the start of your turns.
4: They gain **10 Pregnancy Nutrition** at the start of your turns.
5: They gain the **Obstructed** status until they are no longer **Immobilized** by the vines.
6: They gain an instance of **Fruity Body** at the start of your turns.

Botanical Barrier

2 SP, Unique, Quick Action, Shield

You create a ⇗ **5** wall of thick foliage, **3 spaces** high – with at least 1 space adjacent to you – that is able to distinguish allies from enemies. Allied characters adjacent to or inside the foliage wall gain **soft cover** and **Resistance** to 🌡 **that was not self-inflicted**. Hostile characters treat the wall as an obstruction and any that start their turn adjacent to or move adjacent to it for the first time in a round must succeed on a **Hull** save or take **1** ⌀ **AP** and gain an instance of **Fruity Body** for the rest of the scene.

This wall lasts for the rest of the scene or until you take this action again.

~ From soil to seed, a start, a home, the base of all we know.
~ From seed to bud, a birth, a burst, the leap from deep below.
~ From bud to stalk, a rushing grasp, seeking towards the sky.
~ From stalk to bloom, a last farewell, to those we leave behind.

'Roots of Life', anonymous Bloom pilot, 5003u

SIZE 1/2

ADI-REQ
ASTEROID

Exotic Support/Controller

>//TRANSCRIPT: L.7d_Recovered:::[UIB:::CERES]

>//TANGENT ROYAL CLEARANCE

>//TRC_ACCEPTED AUTHORIZING. OPEN DOC:::Y

>//BEGIN:::

Bric_a_Brett: How often do HORUS cells send out exabyte fabrication files?

Xlsior: I get a single Siren fabrication file and suddenly I am the expert at all things HORUS.

Xlsior: Hell if I know, probably a regular occurrence given all the pattern groups out and about.

Bric_a_Brett: I got one yesterday but... I don't think this is a normal HORUS pattern group.

Xlsior: HORUS and normal are already antonyms and you're telling me they found a way to double down on that?

Bric_a_Brett: Yeah, I looked through its code best I could. No license, no equipment, no mentions of other frames or pattern groups, nothing.

Bric_a_Brett: The entire file is solely for the frame.

Xlsior: Strange, when I got my Siren the fabrication file included everything else tied to the Gorgon pattern group.

Bric_a_Brett: Um...

Bric_a_Brett: "By the way, this thing uses a pocket dimension for its cockpit. Have fun ya colossal butterbutt. ~ signed, Hex"

Xlsior: You can still fit inside of an unmodified Olympus, colossal is hardly accurate.

Bric_a_Brett: Okay so you're not Hex, good.

Xlsior: If I wanted you that fat I would have given you the premium package for Kurume Noodles.

Bric_a_Brett: I swear I could eat their ramen forever.

Xlsior: So now that you have a mech with an infinite internal capacity, what do you plan to do with it?

Bric_a_Brett: I have no plans to print it out anytime soon.

Xlsior: Afraid you will end up building sized if I get anywhere near you?

Bric_a_Brett: A little, my main worry is if this stuff is safe at all.

Bric_a_Brett: I'll send the file to ADI-REQ, see if they can gather any information from it.

Xlsior: If it is safe, I have a premium package waiting just for you.

>//TRANSCRIPT ENDS

The Asteroid frame can only be gained as **Exotic Gear**; it is neither a full license nor a variant frame.

CORE STATS

Size: 1/2
Armor: 0
HULL
HP: 6
Repair Cap: 3
AGILITY
Evasion: 8
Speed: 5

Save Target: 11
Sensors: 10
SYSTEMS
E-Defense: 8
Tech Attack: +0
SP: 8
ENGINEERING
Heat Cap: 6

TRAITS

ENDLESS VOID

When the Asteroid's **Cockpit Size** is exceeded, it becomes **SLOWED**. However, the pilot and any passengers inside cannot gain **TIGHT FIT**, cannot outgrow its cockpit, and cannot be unable to enter its cockpit due to their size.

EXTRATERRESTRIAL VANTAGE

When an allied character in line of sight of the Asteroid misses an **attack** or fails a **check or save**, it knows how much it misses or failed by.

GRAVITY WELL

When the Asteroid takes an action or **reaction** that helps an allied character, it may gain a **GRAVITON MASS** – a d6 – up to a maximum of **6**. These last until expended or until the end of the scene. The Asteroid can only gain 1 **GRAVITON MASS** per allied character each round.

At the end of the scene, you gain **10 Nutrition** for every unspent **GRAVITON MASS** you have.

SELF-CALIBRATING EXOSKELETON

The Asteroid's **Cockpit Size** is double its base **Frame Size**. Any increases to base Frame Size such as Formorian Frame are also subject to this effect.

Whenever the pilot's **Board Size** exceeds the Asteroid's **Frame Size**, its Frame Size will be temporarily increased to match the pilot's Board Size.

INTEGRATED EVA MODULE

The Asteroid comes with an integrated propulsion system, letting it fly and not be **SLOWED** while underwater or in a low or zero gravity environment.

MOUNTS

MAIN/AUX MOUNT

CORE SYSTEM

CELESTIAL FORCE

"So, normally a Union bigwig or one of those ADI-REQ folks tells you all about the elaborate history of the frame or some flavorfully worded description of what it does. Here's all you need to know: you get bigger the more you help your friends and your friends get helped more the bigger you get. That's it. No page-spanning talk about the innerworkings of the paracausal influence or technology that made it into reality, no intricate history tied to its development or how it was found, none of that. Pry further into this thing at your own waistline's risk...though I get the feeling that it would merely be a nice bonus to you. Enjoy yourself and let me know if you end up becoming an organic dwarf planet."

~ signed, Hex

Cosmic Influence

Passive, Reaction, 1/round

Trigger: An allied character in line of sight has rolled a **d20**.

Effect: After seeing the result, you can lose **5 Nutrition** to add **+1** to the roll, up to **+3** by losing **15 Nutrition**.

You can choose to spend 1 **GRAVITON MASS** on this reaction instead of spending Nutrition, treating it as a **+2** and preventing you from gaining a **GRAVITON MASS** from the reaction.

If an allied character is willing or is forced to perform an action against another allied character, you can subtract from the roll instead.

Gravitic Anomaly

Active (1CP), Full Action, Efficient

You create a ⊹**2** area in **SENSORS** and line of sight that provides **soft cover** to you and any allied characters at least partially inside this area. This area lasts until the end of the scene and you can move this area as a **quick action**.

Upon taking this action, you may spend a number of **GRAVITON MASS** to give this area additional effects.

- **1:** You and any allied characters in this area may treat it as a **zero-g** area extending **6 spaces high**.
- **2:** Hostile characters at least partially inside this area become **SLOWED** until they leave it.
- **3:** Hostile characters at least partially inside this area become **IMPAIRED** until they leave it.

[Asteroid artwork goes here]

NEW NPC CLASSES

These NPCs are new in *Corpulent Corsairs* but can be used in any campaign module, one shot, or any other forms of Lancer gameplay.

SIZE 1

CHIMERA

SIZE 3

Multi-Role NPC

Access to printers is not always a constant; especially for outlaws and pirates who may be left having to make do with what they have. Chimera can come in all different sizes, appearances, loadouts, and roles, but one thing they have in common is their ability to dismantle battlefield wreckage for quick rearmament and repairs. Commonly any pirate groups not affiliated with the Red Tide Remnants will utilize stolen Adiposa Industries equipment as making the pilot outgrow their mech yields far more salvage than simply destroying it.

TIER 1		TIER 2		TIER 3	
MECH SKILLS		**MECH SKILLS**		**MECH SKILLS**	
Hull: +2	**Systems:** -3	**Hull:** +3	**Systems:** -3	**Hull:** +4	**Systems:** -3
Agility: -2	**Engineering:** +2	**Agility:** -2	**Engineering:** +4	**Agility:** -1	**Engineering:** +6
CORE STATS		**CORE STATS**		**CORE STATS**	
HP: 20	**Armor:** 1	**HP:** 25	**Armor:** 1	**HP:** 30	**Armor:** 1
Evasion: 10	**E-Defense:** 6	**Evasion:** 10	**E-Defense:** 6	**Evasion:** 12	**E-Defense:** 6
Speed: 4	**Size:** 1-3	**Speed:** 4	**Size:** 1-3	**Speed:** 5	**Size:** 1-3
Heat Cap: 6	**Save Target:** 11	**Heat Cap:** 7	**Save Target:** 13	**Heat Cap:** 8	**Save Target:** 15
Sensors: 5		**Sensors:** 5		**Sensors:** 5	

TACTICS

Chimeras are unpredictable mechs able to quickly change battlefield roles thanks to their ability to **Amalgamate** friendly wrecks. **Scrap Harpoon** lets them bring distant wrecks closer and any unwanted parts are used to keep its **Junk Launcher** topped up on ammunition. Further increasing their variable loadouts is their **Salvage Rights** giving them access to hundreds of different options. However, their salvaged nature not only makes them **One Of A Kind**, but particularly vulnerable to tech attacks along with systems checks and saves. Additionally, its **Cramped Interior** can make any cockpit outgrowings more viable than another mech of the same Frame Size.

BASE SYSTEMS

AMALGAMATE — Trait, Quick Action

1/round when adjacent to a **wreck**, the Chimera can spend a **quick action** to gain a weapon or system from it that is not destroyed and has **LIMITED** charges remaining. This trait cannot be used on player mechs and any wrecks this trait is used on are completely destroyed. The Chimera can have a maximum of **2/3/4** salvaged weapons and systems.

Junk Launcher

Main Launcher, Loading, +1/+2/+3, +1 [3][6/8/10]

This weapon automatically reloads when the Chimera uses **AMALGAMATE**.

Scrap Harpoon

System, Quick Action

The Chimera can pull any **wreck** within **8** and line of sight into a free adjacent space.

ONE OF A KIND — Trait

Only 1 Chimera can appear in any scene.

SALVAGE RIGHTS — Trait

The Chimera can choose two **optional weapons or systems** from any NPC class (including Chimera) or template except **Ultra**. These do not count towards the salvaged item limit for **AMALGAMATE**.

CRAMPED INTERIOR — Trait

The Chimera's **Cockpit Size** is ½ smaller than its **Frame Size**, down to a minimum of **Cockpit Size ½**.

OPTIONAL SYSTEMS

THREE STEPS AHEAD Trait

Before the battle starts, the Chimera can place 3 **wrecks** on the map. It can decide what class, template, and optional weapons or systems the wrecks have. These wrecks cannot be within **5 spaces** of one another.

Adiposium Cutting Torch

Auxiliary Melee, +1/+2/+3, 1 (Self)
[1][2/3/4]

This weapon deals **10 AP** to objects, terrain, cover, and the environment.

On Hit: The target gains **8 Nutrition**.

WRECKAGE RECYCLING Trait

Whenever the Chimera uses **AMALGAMATE**, it gains **4/6/8 OVERSHIELD**.

Grapple Cable

System, Quick Action, 1/turn

The Chimera can pull itself towards a **wreck** within **8** and line of sight. The Chimera is pulled adjacent to the wreck by the most direct path and this movement is counted as **voluntary movement**.

Reactor Reuse

System, Limited 2

Explosive Wreck (Size: ½ to 4, HP: 10, EVASION: 5, E-DEFENSE: 5, Tags: OBJECT)

When the Chimera uses **AMALGAMATE**, it can expend a charge to not destroy the **wreck** but instead jury-rig its reactor into an improvised explosive device. When the Explosive Wreck is destroyed, it immediately explodes. All characters within **3** must pass on an **AGILITY** save or take **2/3/4** and **4/6/8** . On a success, they take half and .

CRUDE ENVIRONMENTAL PROTECTION Trait

The Chimera is **IMMUNE** to any environmental effects. This effect does not work if the Chimera is **SHREDDED** or **EXPOSED**.

ARMS DISTRIBUTOR Trait

At the end of the Chimera's turn, if they have a weapon other than the **Junk Launcher**, they can give it to an allied character within **3** and line of sight. The Chimera cannot use this trait if they used it on the previous round.

Belt Buster Adi-Thermal Cannon

Heavy Cannon, +2/4/6, +1 , 3 (Self)
[12][4]

On Hit: The target gains **8/12/16 Nutrition**.

SAFETY NETTING Trait

If the Chimera's pilot outgrows their mech, they are not forced to exit their mech as through **DISMOUNTING** but instead forced out onto cargo netting strung around the cockpit. While inside this netting, they can operate their mech as normal, occupy the same space as the mech, move when it moves, are immune to any involuntary movement, and benefit from **soft cover**.

This netting is treated as having a Cockpit Size equal to double the mech's Cockpit Size, but the pilot is a valid target and can take damage normally.

Pillage and Plunder

System, Quick Action, Recharge 5+

The Chimera fires two liquid Adiposium **MINES** within **10** and line of sight. Once armed, the Chimera can spend a **quick action** to detonate either one or a **full action** to detonate both.

When detonated, all characters in 1 of these mines must roll a **SYSTEMS** save. On a failure they are **IMMOBILIZED** until the end of their next turn, on a success they are **SLOWED** until the end of their next turn. Any terrain in the area is converted into **Liquid Adiposium Feature** until the end of the scene.

Scrap-a-pult

System, Quick Action, Recharge 6

When adjacent to a **wreck**, **MINE**, or **object**, the Chimera can launch the object up to **15**, arcing over cover and objects. Any characters directly hit by or within **1** of the impact are knocked **PRONE** and must pass an **AGILITY** save or take **8/12/16** , half on a success.

Any **wrecks** or **objects** launched take **10/15/20 AP** on impact and any armed **MINES** immediately detonate on impact. Any wrecks or objects not destroyed on impact and any unarmed **mines** launched are placed in a free space adjacent to the target or as close as possible.

SIZE 2

APPARITION

Defender/Support

Intended to act as rapid-response defensive units, Apparitions charge headfirst into dangerous situations with a litany of defensive measures that can turn the tide of battle. Apparitions have become especially popular with pirates and outlaws such as the Red Tide Remnants thanks to their uncomplicated design and extensive use of low-tech systems. Though recent advances in technology and mech doctrine have made the Apparition outdated, reckless or inexperienced pilots often find out the hard way that they are far from obsolete.

TIER 1	TIER 2	TIER 3
MECH SKILLS	**MECH SKILLS**	**MECH SKILLS**
Hull: +1 **Systems:** -2	**Hull:** +2 **Systems:** -2	**Hull:** +3 **Systems:** -2
Agility: +2 **Engineering:** +1	**Agility:** +3 **Engineering:** +1	**Agility:** +4 **Engineering:** +1
CORE STATS	**CORE STATS**	**CORE STATS**
HP: 14 **Armor:** 0	**HP:** 16 **Armor:** 0	**HP:** 18 **Armor:** 0
Evasion: 11 **E-Defense:** 6	**Evasion:** 13 **E-Defense:** 6	**Evasion:** 15 **E-Defense:** 6
Speed: 4 **Size:** 2	**Speed:** 4 **Size:** 2	**Speed:** 4 **Size:** 2
Heat Cap: 10 **Save Target:** 10	**Heat Cap:** 10 **Save Target:** 12	**Heat Cap:** 10 **Save Target:** 14
Sensors: 5	**Sensors:** 5	**Sensors:** 5

TACTICS

Apparitions are NPCs specialized entirely into defending their allies. **Simulation Cycle** and **Direct Defense Grid** can help shut down high-damage threats, with **C-RAM Module** and **High Alert** protecting it and nearby allies from incoming fire. However, Apparitions have no onboard weapons or offensive systems, are vulnerable to **tech attacks** and **melee**, along their systems and effects are reliant on being close to allies.

BASE SYSTEMS

Simulation Cycle

System, Quick Tech

An allied character within **SENSORS** and line of sight is loaded in an onboard combat simulator that can help predict incoming attacks. The character becomes **BOLSTERED** until the end of their next turn or until they make a check or save.

While they are **BOLSTERED** this way, they gain **RESISTANCE** to ⌀, ϟ, ✷, or **Nutrition**. Only one character can benefit from Simulation Cycle at a time and the **RESISTANCE** cannot be switched once applied.

Direct Defense Grid

System, Quick Action, Recharge 5+

An allied character within **SENSORS** and line of sight is protected by a specialized point defense system. Until the end of the Apparition's next turn or until the allied character leaves **SENSORS** and line of sight, when a ranged attack is made against this character; roll a **1d6**. On a **4+**, the attack is intercepted and has no effect whatsoever. This effect does not stack with **INVISIBLE**.

The Apparition is **IMMOBILIZED** while this system is active. Every time **DIRECT DEFENSE GRID** intercepts a ranged attack, the Apparition gains **3** 🌡.

C-RAM Module

System, Reaction, 1/round, 1 🌡(Self)

Trigger: The Apparition or an allied character within 📏**3** and line of sight is targeted by a **ranged attack**.

Effect: The ranged attack treats the Apparition and all allied characters within 📏**3** and line of sight as **INVISIBLE**. If the attack misses due to this system, the Apparition takes an additional **1** 🌡.

This reaction cannot be taken if a hostile character is adjacent to the Apparition or the allied character.

HIGH ALERT — Trait

The Apparition can take **2 reactions** per turn, instead of 1.

OPTIONAL SYSTEMS

Chaff Dispenser
Auxiliary Launcher, Arcing, +1/2/3 [10][3/4/5]

This weapon does not attack allied characters caught in its area of effect; instead, it clouds them in ECM chaff that throws off targeting systems, giving them **soft cover** until the end of their next turn.

SAFEGUARD C-RAM — Trait

The **C-Ram Module** reaction can now be taken 2/round instead of 1/round.

Valiance Afterburner
System, Reaction, 1/round, Recharge 5+

Trigger: An allied character is targeted by a ranged attack.

Effect: The Apparition can **Boost** up to their Speed towards the targeted character. This action interrupts and resolves before the triggering action, but this movement is considered voluntary.

Defensive Thermal Rerouting
System, Quick Action, Danger Zone

This system can only be used **1/round** and while in the **Danger Zone**.

A hostile character within 3 must succeed on an **Engineering** save or their next attack is made at +2. The Apparition clears **4** the hostile character failed the save, and only if **2** they passed the save.

Mending Nanite Canister
System, Quick Tech, Limited 2

An allied character within **Sensors** and line of sight is coated in whitewash nanites that give them **5/7/9 Overshield** and either lose **10 Nutrition** or clear **1 Condition** that was not self-inflicted.

Liposuction Drainage
System, Reaction, 1/round, Recharge 5+

Trigger: An allied character within 3 gains **Nutrition**.

Effect: The allied character can lose up to **5 Nutrition**.

Cockpit Sealant
System, Reaction, 1/round, Recharge 6

Trigger: An allied character within 3 would be forced to exit their mech as through **Dismounting**.

Effect: The Apparition sprays a fast-acting sealant intended to give the pilot inside more time before they are forced out of the cockpit. The target will be forced to exit their mech as through **Dismounting** at the end of their next turn rather than the end of this turn. However, they are **Slowed** and **Impaired** until the end of their next turn.

Salvaged ECM Suite
System, Full Tech, Recharge 5+

Until the start of the Apparition's next turn, it generates a **3** area of electronic interference. The Apparition and allied characters and objects in this area gain the following benefits:

- All ranged and melee attacks against them do not benefit from **Seeking** tag.
- All **Systems** saves they make are at +1 and all **tech attacks** against them are made at +1.

Every time one or more of these benefits are used, the Apparition gains **1**.

Lacteal Feedback Loop
System, Protocol, 2 (Self)

The Apparition chooses a hostile character within line of sight. Until the start of the Apparition's next turn, if the target attacks or forces a save on an allied character while the Apparition has line of sight to the chosen target, they gain an instance of **Excessive Production** for the rest of the scene.

The Apparition cannot take this protocol if it used it on its previous turn.

Fruit-Payload Drone Swarm
System, Quick Tech, 2 (Self)

The Apparition creates a **2** area within **Sensors** and line of sight that lasts until the end of its next turn. This area provides **soft cover** and any hostile characters that start their turn in or enter it for the first time in a round must succeed on a **Systems** save or gain an instance of **Fruity Body** for the rest of the scene.

MATERNAL BARRIER — Trait

This trait can only be taken if the Apparition has at least 1 **Biological** pilot or is **Biological**.

The Apparition starts with an instance of **Precious Cargo**. For each **Portly Size ½ Increase** from **Precious Cargo** it has, it gains **2/3/4 Overshield** at the start of its turn.

SIZE 3

VADOGER

[paracausal threat]

Fragments of an EIDOLON, an NHP-controlled mech left unshackled for too long, or a Proto-EIDOLON. Whatever the cause may be, Vadogers are by their nature paracausal entities that could develop into fully fledged EIDOLONs or something far worse if given enough time. While not able to influence reality as much as a true EIDOLON, Vadogers remain exceedingly dangerous and few outside of elite Lancer squads can hope to bring one down in time.

Vadogers can only appear in the *Vadoger Hunt* sitrep (p.130)

TIER 1	TIER 2	TIER 3
MECH SKILLS	**MECH SKILLS**	**MECH SKILLS**
Hull: +1 **Systems:** +1	**Hull:** +3 **Systems:** +3	**Hull:** +5 **Systems:** +5
Agility: +1 **Engineering:** +1	**Agility:** +3 **Engineering:** +3	**Agility:** +5 **Engineering:** +5
CORE STATS	**CORE STATS**	**CORE STATS**
HP: 25 **Armor:** 0	**HP:** 30 **Armor:** 1	**HP:** 35 **Armor:** 2
Evasion: 8 **E-Defense:** 8	**Evasion:** 10 **E-Defense:** 10	**Evasion:** 12 **E-Defense:** 12
Speed: 4 **Size:** 3	**Speed:** 5 **Size:** 3	**Speed:** 6 **Size:** 3
Heat Cap: 8 **Save Target:** 13	**Heat Cap:** 10 **Save Target:** 15	**Heat Cap:** 12 **Save Target:** 17
Sensors: 20	**Sensors:** 20	**Sensors:** 20

TACTICS

As EIDOLON-like entities, Vadogers possess a wide variety of reality-bending abilities. **Volatile Anomaly** makes it the center of attention while **Paracausal Entity** leaves its true nature unable to be fully determined. **Probability Collapse** prevents it from taking certain actions but allows it to perform far more. **Voidspace Projection** can keep high-damage characters from acting against it or its Shardlets and **Mechanical Breakage** can handle any enemies that get too close. **Spatial Rupture** helps provide general positioning disruption whereas **Deep Dark** can force distant enemies to come closer. **Shardlets** provide additional effects and the **Paracausal Lamellae** make destroying it considerably different from normal enemies. Lastly, **Probability Divergence** can force direct combat players to make tough decisions. Its strengths and weaknesses can vary depending on its current Layer State, though their nature as a boss fight means they have limited support from allies and they are limited to the *Vadoger Hunt* sitrep (p. 130)

BASE SYSTEMS

VOLATILE ANOMALY Trait

The Vadoger's instability means there can only be up to two allied NPCs that are not the Vadoger active at any time. These NPCs cannot take any templates that provide additional **STRUCTURE**, **STRESS**, or **ACTIVATIONS** (Veteran, Commander, Elite, Ultra, etc.).

PARACAUSAL ENTITY Trait

The Vadoger has no **BIOLOGICAL** pilot and is **IMMUNE** to any systems or actions that affect a pilot directly along with being **IMMUNE** to **TRANSMUTED** and **DEVOURED**.

When a **SCAN** is performed on the Vadoger or its Shardlets, no exact stats or systems are revealed, but they receive exact information on its current Layer State.

At the start of combat and when the Vadoger switches Layer State, the GM must give a narrative hint as to what the layer does.

PROBABILITY COLLAPSE Trait

The Vadoger cannot perform **STABILIZE**, **GRAPPLE**, **IMPROVISED ATTACK**, or **DISENGAGE**. Additionally, it cannot take any NPC templates.

Each round, the Vadoger takes **one turn** for every two mech characters hostile to it in the combat, to a maximum of **three turns**. It regains **spent reactions** at the start of each of its turns, though **1/round** effects only refresh on its first turn each round.

Voidspace Projection
Heavy ???, +2/+4/+6
[10][7/9/11]

This weapon ignores ranged penalties from **ENGAGED**.

On Hit: The target must succeed on an **AGILITY** save or be unable to attack the Vadoger and its Shardlets until the end of their turn.

A character can only be attacked by Voidspace Projection 1/round and can only be affected by its failed save once every two rounds.

Mechanical Breakage
??? Melee, +2/+4/+6, AP
[3][4/6/8]

On Hit: The target must succeed on an **ENGINEERING** save or be **JAMMED** until they or an adjacent allied character perform a successful **ENGINEERING** check as a quick action.

A character can only be attacked by Mechanical Breakage 1/round and can only be affected by its failed save once every two rounds.

Spatial Rupture
System, Quick Tech

A character within **SENSORS** and line of sight is **teleported** up to **6 spaces**. An unwilling character can try to ignore this effect with a successful **HULL** save, but failing this Save will make them take **3/4/5** and be **teleported 2 spaces** instead. This teleportation is considered moving one space and can trigger reactions.

Deep Dark
System, Quick Tech

A character within **SENSORS** and line of sight must roll a **SYSTEMS** save. On a failure, they only have line of sight to adjacent spaces until the end of their next turn. On a success, they only have line of sight to spaces within **SENSORS** until the end of their next turn.

Shardlets
System

Shardlet (Size ½, 6/8/10 HP; EVASION 10; E-DEFENSE 10; SAVE TARGET; 13/15/17; Tags: DRONE)

At the start of the round, the Vadoger creates a shardlet in a free space within **8** and line of sight. The Vadoger can have up to **¾/5** Shardlets active at once and starts combat with the maximum amount of Shardlets. All Shardlets can be moved up to 4 spaces as a **protocol**. The Shardlet's effects depend on the Vadoger's Layer State and are treated as having a **Heat Cap** of **3/5/7** and are destroyed if they exceed Heat Cap.

Shardlets do not cause **Engagement**. They can gain **Nutrition**, **Statuses**, and **Conditions** as if they were **BIOLOGICAL**, though these do not directly affect the Shardlet.

Probability Divergence
Reaction, 1/round

Trigger: The Vadoger is targeted by a **ranged or melee attack**.

Effect: The attacker must choose to either gain **3/4/5** , make the attack at +**1/2/3** , or gain a **Condition** the Vadoger currently has until the end of their next turn. This reaction interrupts and resolves before the triggering action.

PARACAUSAL LAMELLAE — Trait

When the Vadoger would take **STRUCTURE** or **STRESS**, it instead loses a layer of Paracausal Lamallae, forcing it to change its **LAYER STATE**. Losing a layer of Paracausal Lamallae makes all active **Conditions** and other effects targeting them to end (including Grapple), except for **Statuses**.

If the Vadoger loses **4/5/6** Paracausal Lamallae, it is destroyed. Losing a Paracasual Lamallae does not force any structure or stress rolls. The Vadoger gains **RESISTANCE** against all excess damage, , and beyond what was required to reach **0 HP** or exceed **HEAT CAP**.

The GM can choose which **LAYER STATE** it has before combat begins and can decide what order they appear in. Any areas generated by a **LAYER STATE** are removed if the Vadoger switches to a different Layer State.

LAYER STATES

REFLECTANCE — Layer State

Shardlet Effect: Any time a hostile character attacks or forces a save on a character that is not a Shardlet, the hostile character must roll a **1d6**. On a **5+,** they must repeat this attack or save against themselves. This attack or save does half **damage**, , and , but uses the same damage roll as the initial attack.

The Vadoger and all allied characters can draw line of sight and attack distances from the Shardlets as if they were where the Shardlet was. If a Shardlet takes **damage**, , or from any source, the Vadoger takes **2 AP** . If a Shardlet gains a **Status** or **Condition** from any source or is destroyed, the Vadoger takes **6 AP** .

FATEBENDER — Layer State

Shardlet Effect: The Shardlets create a **2** area around them. These zones give +1 or on attacks, checks, and saves. At the start of a round, the Vadoger can choose which effect it provides to allied and hostile characters per zone (ex: to allied characters and to enemy characters in one zone, and vice versa in another).

4 characters of the Vadoger's choosing other than itself treat all as and all as . If a Shardlet or character under the effects of Fatebender is destroyed, the Vadoger can apply Fatebender to one less character.

Characters are aware of the effects if they are marked. If there are no characters under the effect of Fatebender, the Vadoger loses a layer of Paracausal Lamallae.

MEMETIC — Layer State

Shardlet Effect: Each active Shardlet creates a 1 area in a free space within **3** of itself. This area is **difficult terrain** and any characters who enter it for the first time in a round take **3/4/5** . This occurs before any new Shardlets are generated.

All characters with line of sight to the Vadoger – including allies – are **IMPAIRED** until they leave its line of sight. At the end of the round, if the Vadoger started the round in the Memetic Layer State, it emits a wave of anti-cognitive energy. All characters within the Vadoger's line of sight – including allies – must succeed on a **SYSTEMS** save or become **JAMMED** until the end of their next turn. Only a maximum of **4/5/6** characters can be **JAMMED** this way at once.

MOUND — Layer State

Shardlet Effect: At the start of the round, a hostile character within **5** and line of sight of each Shardlet must succeed on an **AGILITY** save or take **1 AP**. This occurs before any new Shardlets are generated. This does not count as an attack, bypasses **IMMUNITY**, and cannot be reduced in any way.

When a character fails a save from the Vadoger or its Shardlets, they gain **1 Nutrition** each time they take an action or **reaction**. This effect can stack an unlimited number of times and occurs until this **LAYER STATE** ends.

FROSTBITE — Layer State

Shardlet Effect: Each Shardlet creates a **2** area around them. Any allied characters in this area can clear up to **2/3/4** as a **free action**. All hostile characters in this area must succeed on an **ENGINEERING** save or be **SLOWED** until the end of their next turn.

All characters gain **Resistance** to , but take **AP** damage equal to the negated. If a character fails a save from the Vadoger, they become **SLOWED** until the end of their next turn. If they are **SLOWED**, they become **IMMOBILIZED** until the end of their next turn. If they are **IMMOBILIZED**, they take **6 AP** and the **IMMOBILIZED** ends.

PHANTOM — Layer State

Shardlet Effect: At the start of the Vadoger's turns, the Shardlets release a **2** pulse of voidspace energy. All characters in this area must succeed on a **HULL** save or become **INTANGIBLE** until the end of their next turn. This occurs before any new Shardlets are generated.

When a **ranged** or **melee** attack hits a character, they roll a **1d6**. On a **4+** they become **INVISIBLE** until the end of their next turn. Adjacent characters ignore **INVISIBLE** and **INTANGIBLE** on each other.

CRUSHING — Layer State

Shardlet Effect: For each Shardlet, all **flying** or **hovering** characters must **descend 1 space** at the end of their turn.

The Vadoger begins altering gravity itself. All spaces within **9** of the Vadoger are treated as **difficult terrain** and all characters within **6** of the Vadoger become **SLOWED**. At the end of the Vadoger's turn, all characters within **3** must succeed on an **AGILITY** save or be pushed away **2 spaces**.

SEAR — Layer State

Shardlet Effect: All characters adjacent to a Shardlet gain **RESISTANCE** to 🔥.

All 🌡 that was not self-inflicted is converted to 🔥. When a character fails a **burn check**, they gain **Nutrition** equal to the damage they take from it.

MOMENTUM — Layer State

Shardlet Effect: Each Shardlet creates a ↗**5** area with at least 1 space adjacent to them. This area is **dangerous terrain** and all characters that end their turn inside this dangerous terrain or move into it for the first time in a round, they must make a **HULL** save. On a failure, they take **6/8/10** ⚡ damage. On a success, they take half damage.

When a character other than the Vadoger and Shardlets performs any voluntary movement, they must move in a straight line and move their full **SPEED**. **Teleporting** movement ignores this effect.

PUNCTURE — Layer State

Shardlet Effect: Each active Shardlet provides 1 **ARMOR** to the Vadoger.

All characters' ranged and melee attacks gain **AP**. However, characters with **ARMOR** deal ⌀ **bonus damage** equal to their **ARMOR**. When a Shardlet or allied character is destroyed, the Vadoger loses **1 ARMOR** and does not regain any armor until it changes Layer State.

FULLNESS — Layer State

Shardlet Effect: Each Shardlet creates a ⦿**2** area. Any characters within this area gain **IMMUNITY** to **STUFFED/INFLATED** and clear all instances of **STUFFED/INFLATED**.

At the end of the Vadoger's turn, all characters within **SENSORS** and line of sight must roll an **ENGINEERING** save or gain an instance of **STUFFED/INFLATED** for the rest of the scene.

BOUNTY — Layer State

Shardlet Effect: When destroyed, the Shardlet explodes in a ⦿**2** area. All characters within the affected area must succeed on an **AGILITY** save or take **4/6/8** ✶ and gain a **Portly Pilot Condition** for the rest of the scene, only taking half damage on a success.

The Vadoger can destroy a Shardlet within **SENSORS** and line of sight as a **quick action** 1/round. After the roll is resolved, it can create a new one within ↗**5** and line of sight.

FLOW — Layer State

Shardlet Effect: For each active Shardlet, the Vadoger can convert a free space within its **SENSORS** and line of sight into **Adiposium Liquid Feature** at the start of the round.

Every time a character fails a save, the Vadoger can convert a free space within its Sensors and line of sight into **Adiposium Liquid Feature**. Any **Adiposium Liquid Feature** created this way must be placed adjacent to an existing tile of **Adiposium Liquid Feature**. If the Vadoger changes **LAYER STATE**, all **Adiposium Liquid Features** on the map are removed.

ABYSS — Layer State

Shardlet Effect: Each active Shardlet generates a ⊛**1** abyssal zone **10 spaces high** in a free space within ↗**3** of itself. This area counts as an obstruction, blocks line of sight, and provides **hard cover**. Any characters that would end their movement in this area are **teleported 3d3 spaces** in a direction of the GM's choosing. An abyssal zone cannot be placed adjacent to another abyssal zone and each Shardlet can only have 1 active abyssal zone. If a Shardlet is destroyed, its abyssal zone disintegrates.

The entire map is treated as a **zero-g** environment and any characters who do not voluntarily move during their turn must move equal to their **SPEED** towards the closest abyssal zone at the end of their turn.

CHRONOS — Layer State

Shardlet Effect: Each Shardlet creates a ⦿**2** area. Any characters within this area become **SLOWED** and unable to take **reactions**, but any active effects on them are frozen in time – effectively paused – and any relevant timers do not count down (e.g.: conditions that would expire at the end of the character's next turn do not expire, reactor meltdown timers do not progress, etc.).

At the end of the round, any active effects on the characters not in a Shardlet area are progress by 1 turn – effectively accelerated – and the relevant timers count down by that amount (e.g.: conditions that expire at the end of a character's next turn expire at the round end, reactor meltdown timers progress by 1 turn, etc.).

FLUID Layer Stage

Shardlet Effect: When a character ends their turn or moves adjacent to a Shardlet for the first time in a round, they may clear an instance of **Excessive Production** and **Slime Coated** as a free action.

All characters other than the Vadoger and Shardlets gain an instance of **Excessive Production** for the rest of the scene at the start of the Vadoger's turn. At the start of the round, all characters within line of sight of the Vadoger must succeed on a **Hull** save or gain an instance of **Slime Coated** for the rest of the scene.

FRUIT Layer Stage

Shardlet Effect: Each Shardlet creates a ⦿**2** area. Characters that start their turn in this area do not gain instances of **Stuffed/Inflated** from **Fruity Body**.

When a hostile character fails a save from the Vadoger, they may choose to gain an instance of **Fruity Body** for the rest of the scene instead. However, any instances of **Fruity Body** gained this way cannot be cleared by any means until this layer of Paracausal Lamellae is lost.

NURSERY Layer Stage

Shardlet Effect: At the start of the Vadoger's turn, all characters adjacent to a Shardlet must succeed on an **Agility** save or gain an instance of **Precious Cargo**. If the target already has **Precious Cargo**, they instead gain **5 Pregnancy Nutrition**

All characters with **Precious Cargo** that end their turn within line of sight of the Vadoger lose **5 Pregnancy Nutrition** and their **Precious Cargo** is progressed by **1 scene**. If this would end the status, all their Pregnancy Nutrition and Size Increases are immediately cleared.

When the Vadoger loses this Paracausal Lamellae, all hostile characters must make a contested **Agility** roll. The character with the lowest result is inundated with a pulse of paracausal energy. They gain **Precious Cargo** for the duration of scenes progressed by this layer along with all Pregnancy Nutrition and Size Increases it took. A character can choose to be treated as having the lowest result for this roll.

CONSUME Layer Stage

Shardlet Effect: At the start of the Vadoger's turn a hostile character within **3** of a Shardlet must succeed on an **Engineering** save or be **Devoured** by the Vadoger. This occurs before any new Shardlets are generated.

The Vadoger gains a **Stomach Capacity** equal to double its **Board Size** along with being able to devour characters that do not have the **Biological** tag and that have more than 1 **Structure** remaining. When the Vadoger loses this layer of Paracausal Lamellae, all characters currently **Devoured** by it are placed in a free adjacent space (or as close as possible).

LAMB Layer Stage

Shardlet Effect: Each Shardlet creates a ⦿**2** area. Characters that start their turn in or enter this area for the first time in a round must succeed on an **Engineering** save or gain an instance of **Shrunk** for the rest of the scene.

At the start of the round, the character with the smallest **Board Size** is **Transmuted** until the end of the round. At the end of the round, if they cleared **Transmuted** by other means or are not **Devoured**, they take **1 Structure** damage. If the smallest character already has **Transmuted** or is currently **Devoured**, the next smallest character is chosen instead.

NEW NPC TEMPLATES

The Corsair, Fortified, and Battery templates are new in *Corpulent Corsairs* but can be used in any campaign module, one shot, or any other forms of Lancer gameplay.

CORSAIR

In any place where piracy and outlaws are common, Corsairs are sure to follow. These individuals consist of experienced pirates, infamous outlaws, and those who proficient in breaking the law. Fighting one is bound to be a challenge as they are known for unpredictable tactics and unconventional equipment, something that has proven a consistent trouble to the ADI-IND forces tasked with handling the Crimson Flag Problem.

CORSAIR FEATURES

PATCHWORK SYSTEMS `Template Feature`

Tech attacks against the Corsair gain +1 , and the Corsair makes **SYSTEMS** saves at +1 .

SAVVY OUTLAW `Template Feature`

When choosing optional systems, the Corsair can also choose from the **Corsair Systems and Traits** list. Additionally, the Corsair can choose one **optional weapon or system** from any NPC class or template except Ultra.

CORSAIR SYSTEMS AND TRAITS

Reinforced Harpoon

`Main Cannon, AP, +2/4/6 [ 8][4/6/8 ]`

On Hit: The target is **SLOWED**. As a **free action** at the end of the Corsair's turn, it can either pull the target directly adjacent to them or pull themselves directly adjacent to the target. The target must then succeed on a **HULL** save or be knocked **PRONE**.

The **SLOWED** lasts until the cable is destroyed, and targets attached to the cable cannot move more than **8 spaces** away from the Corsair. The cable is treated as having **EVASION 10**, **E-DEFENSE 10**, and **1 HP**. If the cable is destroyed, the Corsair cannot use the Reinforced Harpoon until the end of its next turn. The Corsair can detach the cable as a **free action**.

ONE LAST HURRAH

If the Corsair would be destroyed from a **structure damage check**, it is not destroyed: instead it must make a **structure damage check** whenever it takes damage. At the end of its next turn, it explodes as per **Reactor Meltdown**. If it is destroyed from a **structure damage check** in this state, it will not explode and instead be destroyed as normal.

Sensor Spoofers

`System, Quick Tech, Recharge 5+, +1/2/3, +1`

The Corsair makes a **tech attack** against a hostile character in Sensors and line of sight. On a success, the target deals half **damage**, , and , to targets outside of **3** until the end of their next turn.

Refined Adiposium Tanks

`System, Quick Action, Limited 3`

Ref-Adi Tank: (Size ½, 0 Armor, 5 HP, EVASION 5, E-DEFENSE 5, Tags: DEPLOYABLE)

The Corsair deploys a Ref-Adi Tank in a free space within **5** and line of sight. When this tank is destroyed, the GM chooses a **Portly Pilot Condition** as it creates a **2** area of spilled chemicals. Characters start their turn in or enter it for the first time in a round must succeed on an **ENGINEERING** save or gain the chosen condition for the rest of the scene.

THERMAL FEEDBACK CAPACITORS

Choose a weapon.

On Hit: If the target was hit by this weapon the previous round, the next attack from this weapon cannot have its **damage** and **Nutrition** be reduced in any way, including by other effects and systems (such as **RESISTANCE**, **ARMOR**, etc.). However, it gains equal to half the damage and Nutrition dealt by this attack. Characters hit by a weapon with this modifier are aware of this effect.

Immobilizer Wave Emitters

`System`

At the start of the Corsair's turn, all characters adjacent to the Corsair must succeed on an **AGILITY** save or gain an instance of **STUFFED/INFLATED** for the rest of the scene.

ARMOR HARDENING — Trait

The Corsair's **Cockpit Size** is decreased by ½, down to a minimum of **Cockpit Size ½**.

The Corsair is **IMMUNE** to **SHREDDED**. It only benefits from this if its Cockpit Size was decreased from this trait.

Button Popper

System, Quick Tech, 2 (Self), Recharge 5+

The Corsair chooses a hostile character within **SENSORS** and line of sight. The target gains **1 Nutrition** for every point of **damage**, , and they deal to other characters until the end of their next turn.

This can only be used 1/scene on each character.

Salvaged Adiposium-Thermal Lance

System, Full Action, Limited 1

Adi-Therm Lance: (Size 2, 0 Armor, 20/25/30 HP, EVASION 5, E-DEFENSE 5, Tags: DEPLOYABLE)

The Corsair deploys an Adi-Therm Lance in a free adjacent space, then draws a **20** path. At the start of the next round, it charges up a devastating attack to unleash at the end of the round if it is not destroyed. All characters know the area chosen and the Adi-Therm Lance's current **HP**.

When fired, all characters in the must succeed on an **AGILITY** save or take **15/20/25** and gain **20 Nutrition**, half on a success. All characters within 3 of the that did not make the **AGILITY** save take **5/10/15** and gain **10 Nutrition**. Objects and terrain are automatically hit by both and take the as **AP**.

Only 1 Salvaged Adiposium-Thermal Lance can be used per mission. After firing, the deployable becomes a **Size 2 wreck** and cannot be used again.

Devourer Rocket

Main Cannon, Loading, +1/2/3 [10][6/8/10]

On Hit: The target must succeed on an **ENGINEERING** save or become **RAVENOUSLY HUNGRY** until they gain **10 Nutrition**.

Ontological Skewer

System, Quick Tech, Limited 2

The Corsair chooses a character within **SENSORS** and line of sight. The target must succeed on a **SYSTEMS** save or suffer the following effects:

- All weapons and systems with the **AI** tag cannot be used until the end of your next turn. If you have handed over control of your mech to an AI or NHP, your mech becomes **JAMMED** until the end of your next turn.
- Any NHP cascades, unshackling, transcendence, or other states where the NHP is in partial or full control of the mech are stopped.
- Take **4 AP**, and an additional **1 AP** for every undestroyed NHP on your mech. "NHPs" are systems that both grant your mech the **AI** tag and can cascade or be allowed to cascade.

Allied characters automatically fail the save but do not take any damage.

Ablative Protection

System

The Corsair gains the **JETTISON PLATING** reaction.

Jettison Plating

Reaction, 1/round

Trigger: The Corsair becomes **SHREDDED** or takes damage with the **AP** tag.

Effect: The Corsair violently jettisons its armor plating, making all characters within **1** take **3**. The Corsair becomes **SHREDDED** until they **STABILIZE**, but it gains **+2 SPEED** and can move **1 space** when targeted by a hostile action before the triggering action resolves.

Lipodart

System, Quick Action, Recharge 6

Lipodart: (Size ½, 0 Armor, 1 HP, EVASION 5, E-DEFENSE 5, Tags: DEPLOYABLE)

The Corsair throws Lipodarts at up to three characters and/or objects within **5** and line of sight, making a ranged attack at **+2/4/6** against characters and automatically hitting objects and terrain. On a hit, the dart embeds itself into the target, dealing **2/4/6** . At the end of the round, these darts release a lipoactive electric arc at the closest character within **3**, dealing **¾/5** and making them gain **3 Nutrition**. This effect continues until the darts are destroyed or the scene ends.

Lipo-Kinetic Autoturret
Main Rifle, +2/4/6
[10][3/4/5]

This weapon can be fired 1/round as a **free action** when the Corsair uses any other weapon and cannot be fired on its own.

On Attack: The Corsair may make this weapon deal **Nutrition** instead of .

Boarding Clamps
System, Quick Action

The Corsair chooses an adjacent character that is the same **Size** as it or larger, attaching themselves to the target with several boarding clamps. While attached to a character this way, the Corsair occupies the same space as the character, move when they move (even if they are **SLOWED**), benefit from **soft cover**, and are **IMMUNE** to **involuntary movement** applied directly to them. If the Corsair or their chosen character are knocked **PRONE**, **STUNNED**, **IMMOBILIZED**, or destroyed, the Corsair lands **PRONE** in adjacent spaces. The Corsair can deactivate the Boarding Clamps as a **protocol**.

An unwilling character can detach a character connected to them via Boarding Clamps with a successful **ENGINEERING** save as a **quick action**.

Crude Bioburner
Heavy CQB, +1/2/3, +1
[3 or 5][2/3/4]

On Hit: If the target already has any , they lose **10 Nutrition** and take an additional **2/3/4** .

Reckless Nutri-Overclock
Trait, Protocol

The Corsair loses **5/7/9 Nutrition** and gains **2/4/6** . Until the start of their next turn, they gain **+1/2/3** on all **attacks, checks, and saves**. If the Corsair takes **STRESS damage** or exceeds their **HEAT CAP** during this period or from this protocol, they become **JAMMED** until they **STABILIZE**.

Aggressive Nutrient Burn
System, Quick Tech, +1/+2/+3, +1

The Corsair makes a **tech attack** against a hostile character within **SENSORS** and line of sight. On a success, the target loses **2/4/6 Nutrition** and takes **1/2/3** every time they take an action or **reaction**. This effect lasts until the end of the scene or the Corsair is destroyed. This can only affect one character at a time.

Anti-Cognitive Gorging
Superheavy ???, Loading, +1/2/3
[7][2/4/6]

This weapon ignores ranged penalties from **ENGAGED**.

On Attack: All characters within the affected area must succeed on an **ENGINEERING** save or become **RAVENOUSLY HUNGRY** until they lose **10 Nutrition**. No amount of gaining **Nutrition** can clear this effect, only losing Nutrition. Characters that are benefitting from cover do not make this save.

Corpulence Erasure
System, Full Action, Danger Zone, Limited 1

This system can only be used while in **DANGER ZONE**.

The Corsair expends a charge and chooses a hostile character adjacent to it. They must succeed on an **AGILITY** save or gain **6/8/10** , half on a success. The target loses **Nutrition** equal to double the amount of gained.

The Corsair then gains equal to the amount inflicted to the target and becomes **JAMMED** until the start of its next turn.

ADIPOSIUM COATING
Choose a weapon.

All damage it deals is converted into **Nutrition**. , , and are turned into **1 Nutrition** per point of damage. and are turned into **2 Nutrition** per point of damage.

Greywash Lipo-Augmentation
System, Quick Action, Recharge 5+

This quick action can only be used on characters with at least **1** .

A hostile character within **5** and line of sight must succeed on an **ENGINEERING** save or the Corsair chooses one:

- The target cannot clear by any means until they move adjacent to the Corsair or a character allied to it.
- If the target's is cleared by means, they take **2/3/4** and gain **Nutrition** equal to the cleared after the triggering effect resolves.

A character can only be affected by one of these options at a time at a time and are aware of their effects. Any effects from this system end if it or the Corsair are destroyed.

FORTIFIED

Fortified adversaries are much tougher than their normal counterparts thanks to uparmoring and structural reinforcement beyond factory specifications. Such modifications are popular amongst EOD and dedicated pointmen, as well as those planning to take a lot of punishment on the chin.

FORTIFIED FEATURES

BONUS HP Template Feature

The Fortified gains **+5 HP**.

BULKY CONSTRUCTION Template Feature

The Fortified gains **+1 Armor**, but **Boost** becomes a **full action** instead of a **quick action**.

POOR COOLING Template Feature

If the Fortified would clear 🌡 from any source other than **overheating**, it instead clears **half** as much 🌡 as it would have.

CRAMPED INTERIOR Template Feature

The Fortified's **Cockpit Size** is ½ smaller than its **Frame Size**, down to a minimum of **Cockpit Size ½.**

BATTERY

Known across the Orion Arm as Firebrands, Hotpoppers, Screamers, and dozens of other names, the desire to fit as much weaponry as a frame can structurally carry is as common as it is dangerous. Every pilot designs or tests such a mech at some point, but few are willing to take one into combat. Fewer still manage to repeat the act.

BATTERY FEATURES

FIREPOWER ABOVE ALL Template Feature

NPCs that do not have at least one **non-Superheavy** weapon cannot gain the Battery template. The Battery has one less **optional feature** than it would have otherwise, to a minimum of 0.

A BIGGER GUN Template Feature

Choose one weapon that is not a **Superheavy**. It becomes a **Superheavy** and deals **+3/4/5 bonus damage** and/or **Nutrition**. However, it also gains **+2/3/4 🌡 (Self).**

SPECIALIZED FIREPOWER Template Feature

The Battery's weapon for A Bigger Gun may gain up to two of the following alterations:

- **Loading**; choose 1:
  - **AP**
  - **+1/2/3 bonus damage** and/or **Nutrition**
- **Ordnance**;
  - **Arcing**
- **+1/1/2 🌡 (Self)**; choose 1
  - ⊛, ⊠, or ⊙: +1,
  - ◺: +2,
  - ⇗+: +3,
  - ⇗+5

If it already has **Loading**, **Ordnance**, and/or **🌡 (Self)** not granted by **A Bigger Gun**, it cannot choose that option.

REMOVED FAILSAFES Template Feature

The Battery receives **+1** ⬭ on all **checks and saves**. **Tech attacks** gain +1 ⬢ against the Battery.

CRAMPED INTERIOR Template Feature

The Battery's **Cockpit Size** is ½ smaller than its **Frame Size**, down to a minimum of **Cockpit Size ½.**

FIELDING FORTIFIED AND BATTERy

Fortified and **Battery** are flavorful additions to NPCs intended not as direct upgrades, but to magnify their strengths and weaknesses. Both templates are made to make NPCs better at handling direct combat, but weaker at handling controlling or enlarging effects. They are also more cumbersome and run hotter than normal, though depending on the NPC Class and sitrep, these may be less of a concern than they would be otherwise.

For the **Fortified** template, use caution when putting it on NPCs with high base **Speed** or special movement outside of **Boost** as this can make them highly dangerous via negating their slow movement. For the **Battery** template, avoid using other template features that add **bonus damage** or upgrading weapons that can attack multiple times in a round as both can quickly escalate to them dealing unreasonable amounts of damage and/or **Nutrition**.

If you are going to put both **Fortified** and **Battery** on a single NPC, avoid giving them any templates that give them additional **Structure** or **Stress**, as the increase in durability and lethality from just the two will likely turn them into an effective mini-boss.

Lastly, avoid putting them on NPCs that are **Board Size ½** or that do not have a **Cockpit Size**, as the decreased **Cockpit Size** is intended to provide a different avenue of counteracting them.

INCURSOR

The Incursor designation describes a mech which shores up poor quality equipment with sheer quantity. Jury-rigged, usually industrial-grade, equipment housing unoptimized attack and defense malware is stuffed into a frame until it cannot physically hold more, crafting a tenuous balance that can equal more professional systems in the right hands at the cost of stymying the mech's other capabilities.

INCURSOR FEATURES

HARDENED SYSTEMS Template Feature

The Incursor gains +1 ✪ on **SYSTEMS** saves, and **tech attacks** against them gain +1 ⊖.

ELECTRONIC WARFARE SPECIALIZATION Template Feature

The Incursor gains **+5 SENSORS**, but cannot gain additional **HP**, **ARMOR**, or **weapons**.

CRAMPED INTERIOR Template Feature

The Incursor's **Cockpit Size** is ½ smaller than its **Frame Size**, down to a minimum of **Cockpit Size ½.**

TECH SPECIALIST Template Feature

When choosing optional systems, the Incursor can also choose from the **Incursor Systems and Traits** list.

INCURSOR SYSTEMS AND TRAITS

PIERCING CODE Trait

This trait replaces **HARDENED SYSTEMS**.

The Incursor gains +1 ✪ on all **tech attacks**, and all **SYSTEMS** saves it forces gain +1 ⊖.

Diminished Reality Cloak

System

The Incursor gains the following benefits while it is not **JAMMED**, **STUNNED**, or unable to benefit from **TECH ACTIONS**:

- The Incursor never triggers or sets off **MINES** or other proximity-based systems unless it chooses to do so.
- If a **DRONE** attacks, deals damage to, or forces a save against the Incursor, roll a **1d6**. On a **4+**, the Incursor ignores this effect. This does not stack with **INVISIBLE**.

//ICEPICK_V41.3

System, Quick Tech, +1/+2/+3, +1 ✪

The Incursor makes a **tech attack** against a hostile character within **SENSORS** and line of sight. On a success, the target becomes **SLOWED** and **SHREDDED** until the end of their next turn.

//UNLOAD_V21.5

System, Quick Tech, +2/4/6

The Incursor makes a **tech attack** against a hostile character within **SENSORS** and line of sight. On a success, the target takes **2/3/4** 🌡 and cannot use a weapon of the Incursor's choice until the end of the target's next turn. A character can only be affected by this effect **1/scene**.

//BIOENTROPY_V???

System, Quick Tech, 1/round

The Incursor chooses a hostile character within **SENSORS** and line of sight. They must succeed on a **SYSTEMS** save or gain a **Portly Pilot Condition** for the rest of the scene. On a success, they are instead **IMPAIRED** until the end of their next turn.

//CEASEFIRE_V15.8

System, Quick Tech, 1/round

The Incursor chooses a hostile character within **SENSORS** and line of sight. They must succeed on a **SYSTEMS** save or gain +3 ⊖ on all attack rolls with **ranged** or **melee** weapons. This effect lasts until the end of the scene, until they make a successful **SYSTEMS** save as a quick action, or until they do not voluntarily attack for a full round. Only one character can be affected by //Ceasefire_V15.8 at a time and a character can only be affected by this effect 1/scene.

Autopod

System, Reaction, 1/round

Trigger: An allied character consumes **LOCK ON** against a hostile character within 📏**15**, ignoring **line of sight**.

Effect: The target takes **3/4/5** ⌀.

FIELDING INCURSORS

INCURSOR is a much more impactful addition than **FORTIFIED** and **BATTERY**, with its specialty being on shutting down high-danger PCs through **tech attacks** and **SYSTEMS** saves at the cost of being more vulnerable to direct combat and enlarging effects. Be careful applying this template to NPCs with **15-20 SENSORS** as the added range could potentially make them too difficult to counter and try to avoid having more than one Incursor active at a time due to their powerful controlling capabilities.

As with before, avoid putting this template on NPCs that are **Board Size ½** or that do not have a **Cockpit Size**, as the decreased **Cockpit Size** is intended to provide a different avenue of counteracting them.

SECTION 2

NARRATIVE APPETIZER

NEW LORE

Across the galaxy there are countless adventures, dramas, tragedies, and stories unfolding at once. There is no end to the stories that can be told and who can tell those stories. New lore has been created revolving around ADI-IND to provide new inspiration for GMs to work with alongside more information on the human-plant hybrids known as the Blossomed.

ADIPOSA REQUISITIONS (ADI-REQ)

"If the standard product catalogue is not to your liking, a more expansive suite of options is available on request."

– ADI-REQ Marketing Brochure, 4886u

Not everyone can be a customer. Whether due to infrastructure requirements, safety concerns, or potential for misuse, some products simply cannot be made available to the general public. Doubly so if your products are paracausal in nature as most of Adiposa's wares are. With the end of the Nutrition Wars in 4647u causing a spike in consumer interest, the question of how to best market their wares to the galaxy while limiting the potential for disaster became much more urgent. The Requisitions Department was their answer.

Formed in 4749u, the REQ-DEP was a consolidation of ADI-IND's existing efforts to vet customers into one cohesive entity. The department's purpose was simple: vet prospective customers to limit the potential for company liability. This deceptively straightforward goal soon expanded to include developing internal categorization systems, aiding in the preparation of product demonstrations, and starting new lines of research. The division's growth vastly outpaced the company itself as scope creep caused it to bloat over the coming decades, handling everything from marketing materials to starship engine development. At its height in 4843u, 1-in-4 ADI-IND employees worked directly for the Requisitions Department. According to company legend, talk of paring down the division began following an audit that discovered funds for medical research going to overhead for a mech hanger – without violating company policy. The following decade would see major changes to the department's scope, reorganization at every level, and a massive reduction in workforce as the entire Requisitions Department was restructured into what is now known as Adiposa Requisitions.

In the present day, ADI-REQ acts as the company liaison for deals involving wares deemed unsuitable for the general public. While technically still a department, it functions more like a subsidiary company. They perform background checks on prospective customers, enforce clearance requirements for restricted items, and handle marketing for what is colloquially known as the "Expanded Catalogue" of ADI-IND products. They also act as a go-between for customers wishing to deal directly with the company's experimental researchers and product development teams. ADI-REQ handles all license applications and restricted pattern transfers, ranging from small-batch curiosities to mechanized chassis and equipment. Following the restructuring of the Adiposa Intellectual Property (Adi-IP) team in 4980u, ADI-REQ also began negotiating licensing agreements with other companies, an addition that has been as successful as it is controversial due to them leveraging information from background checks in their headhunting. While debatably ethical, their methods are directly responsible for numerous profitable ventures, two entire product lines, and the hiring of current Paracausal Research Administrator Agenera Strauss. ADI-REQ is currently headed by Requisitions Director Simon Petrikovka.

APRICOT-4

Apricot-4, the sole habitable world within the Apricot System, is a planet that refuses to be subdued. Grasses dense enough to entangle even the largest mechs, trees reaching thousands of meters in height, and megafauna capable of shrugging off light anti-ship weaponry create a world that simply cannot be settled by traditional methods. 83% of the planet's water supply, including 96% of its fresh water, contains over 10,000 ppm of Adiposium contamination. Dubbed "Lard Water", this supremely energy-rich resource, combined with an atmosphere of 37% oxygen, is to blame for the extreme life present on it.

Prior to its dissolution, the UCM attempted to colonize the world four separate times, each ending in disaster. The first two had to be rescued following a mass obesity outbreak caused by contaminated water. The third was completely overgrown by native plant life within the first year. The fourth was called off prior to descent when the preparation mission, a pair of 10 megaton fusion explosives, failed to adequately clear a landing site. With the rise of ThirdComm, the BCA placed a moratorium on colonizing the planet, citing lack of necessary technologies and undue risk to colonist lives. It then came as quite a surprise when, in 4625u, a USB science vessel detected communications signed by ADI-IND from the planet's surface. Rather than the overgrown crash site or foolhardy explorers they were expecting, the ship discovered an established settlement – Aperitif.

Following this discovery and a DoJ/HR investigation to ensure the colony was sustainable, ADI-IND was given official dominion over the world. In the present day, the world boasts a permanent population of 210,000 spread across its arboreal cities and outposts. It is the center of ADI-IND's research and development efforts as well as being the home world of ADI-REQ. The planet's capital and largest city is Corpulence, a series of multilayered arcologies suspended amongst a chain of 72 native Lovastava trees, each exceeding 400 meters in height. Careful balancing, mechanical reinforcement, and a rigorous horticulture operation leave the 140,000 residents confident that their home's foundations will live for at least another 15,000 years. Smaller settlements devoted to research and resource extraction dot the planet, all of which are dependent on Lovastava trees to keep them clear of the choking plantlife below. Transit between these sites is done entirely by air- and shuttlecraft; ground-travel, while technically possible, is infeasible for any trip in excess of 15 miles. These flights are often accompanied by domesticated Kosavin: native creatures resembling Cradle bats with three pairs of wings which serve to deter their wild counterparts from accosting the flight lanes. The high Adiposium content of the water supply leaves the planet reliant on imports for most of its food and water with local agriculture limited to highly-fattening curiosities grown for export or Adiposium extraction. The contamination extends to the rest of the water cycle as well with lipoactive "Adi-Rain", "Lard Fog", and "Purple Dew" being regular occurrences. Between ubiquitous contamination and high background levels of lipoactive radiation, residents typically gain between 20-25 kilograms of fat per week. Spending more than 12 hours a day outside can double this amount. Fat removal services are provided free of charge to the public but are capped at 100 kilograms per person per month for health and availability reasons. Most of this siphoned mass is processed into biofuel and high-grade fertilizer, the planet's chief power source and export, respectively.

Visitors are heavily encouraged by ADI-IND to remain within the treetops during their stay on-world. A literal interpretation of the Second Utopian Pillar, upheld by DoJ/HR rulings, prevents them from blocking access to the planet's surface entirely. Most trips into "The Green" are either guided tours, famous for their extensive liability waivers and overpriced clothing sales, or research expeditions studying the planet. The latter are mostly funded by Adiposa Industries, but it's no secret that Harrison Armory influence helps maintain the DoJ/HR's stance on barring access to the surface. Excursions funded by ADI-IND study how the environment reacts to Adiposium, researching its long-term effects on organism development and impacts on ecosystem dynamics.

While Harrison Armory expeditions are officially studying the same things, their tendency to focus on suspected sites of SecComm colonial activity has led many to assume their efforts are more archaeological in nature. Specifically, that they are after examples of the Sebaceous line of retrofitted mech chassis designed for use during the world's original colonization efforts. Due to risks of localized TBK events posed by these wrecks, ADI-REQ routinely sponsors expeditions to these same areas with the express purpose of securing and, if possible, destroying any surviving examples. ADI-REQ maintains that they do not salvage these mechs for research purposes. The company is very transparent in their disposal of such items; however, unconfirmed reports of a camouflaged Enkidu stalking near remote research sites remain popular conspiracy fodder.

ADI-IND NAVAL FORCES

Although Adiposa Industries does possess a standing navy, its primary use is for protecting essential convoys and hunting down pirate forces. ADI-IND does not manufacture and maintain their own vessels, instead using leased IPS-N vessels in exchange for providing reserved production runs of Adiposium-based naval weaponry such as the Decoherent Adiposium Warp Nexus. Not all of ADI-IND's navy utilizes Adiposium weaponry and equipment as their status as a "borrowed" fleet makes it perhaps one of the most conventional combat forces under ADI-IND's control.

ADI-IND's fleet – The Unctuous Flotilla – is led by Admiral Takira Vocinata, a former member of IPS-N's Northstar Galactic Command who has repeatedly served as a key coordinator between ADI-IND and IPS-N naval assets. The exact numbers of vessels under ADI-IND's control remain in a constant state of flux though typically numbers between 30-60 Capital Ships vessels with hundreds of subline vessels.

THE BLOSSOMED

Created in response to the Reiskta Biosphere Collapse, the Blossomed are a species of human-plant hybrids made with the ability to survive and reproduce in almost any environment. They are capable of photosynthesis, can create highly nourishing fruits for food, are capable of standard locomotion, and are able to take in nutrients either through direct consumption or steady absorption. Depending on their local fauna and personal tastes, they exhibit different plant growths or attributes which changes their appearance significantly from an unaugmented human. Hardened bark covering body parts, hair comprised of vines and/or leaves, flowers sprouting across their body, all just a handful of possibilities. One thing that Blossomed do have in common is a visible 'tint' to their skin matching the color of any plants they bear the attributes of. Perhaps one of their best known features is the ability of their embryos to grow either within a live body or be planted in fertile soil, slowly developing over time into an immature Blossomed. Beyond these major changes, they are identical to humans in every other way with any additional deviations likely the result of post-birth modifications and unique genetic sequences.

Following Union's discovery of the Blossomed and tense negotiations with Adiposa Industries, the company agreed to sign the Blossomed Personhood Act. This act served to both ensure that ADI-IND could not commercialize or privatize the Blossomed in any way, more of a measure to protect against future possibilities rather than a response to the company's actions. Union Central Committee has been working towards integrated the Blossomed under the Interstellar Compact on the Rights of Human and Non-Human Persons, though progress has been slow much to the dismay of the New Solidarity Coalition.

Outside the restored planet of Reiskta and planets with a heavy ADI-IND presence, Blossomed are a rare and often misunderstood sight. Most people in the Diaspora view them as heavily augmented humans with many finding themselves the victims of criminal activity by those believing they are affluent Core World tourists. Anthrocauvinist factions have been quick to proclaim their status as non-humans and an artificially created race that should be deemed the property of ADI-IND, some going so far as to claim the Blossomed Personhood Act is a severe overreach by Union despite ADI-IND publicly supporting the act's passing. SSC have also been highly assertive in their efforts to acquire Blossomed genetic stock with persistent rumors of Constellar Midnight running rampant despite the company's reassurances they are seeking willingly sourced samples.

Thankfully there has been some respite for the Blossomed. Reiskta has become a galactic safe haven for them alongside ADI-IND and ADI-REQ eagerly accepting them into their ranks, the AgriBod Division in particular being perhaps the friendliest employer one could have. Planets and communities heavily dependent on agriculture may have Blossomed due to their "green mind": their status as a half-plant giving them a unique insight on favorable conditions and environmental stressors exclusive to flora. Within the Suet Order, Piscol-Suet groups regularly include Blossomed within their ranks with Sagitako-Suet groups constantly engaging in legal battles to ensuring rights for the Blossomed.

Given their relatively recent creation, the full ramifications of and outcomes for the Blossomed remains to be seen…

NEW FLASHPOINTS

Flashpoints are intended to act as primers for potential campaigns or missions that GMs can use as a quick summary or inspiration for. Provided here are a few example flashpoints involving some of the ways that major powers could encounter Portly Pilot content.

IPS-N EXAMPLE FLASHPOINT: PODGE QUASH

With IPS-N's attention focused on ensuring Harrison Armories' smooth transition in the Dawnline Shore, Trunk Security and the Albatross have both reported increases in the rate of orbital and sub-orbital piracy events across Union-held space that has begun to strain their resources. Cargo freighters ambushed on their final descent towards the surface, shuttles abruptly going dark upon leaving atmosphere, or small naval task groups limping back to port badly mangled from engaging swarms of fighters. Reports from one sector of space notes that pirates within it are exhibiting unusual behaviors.

The agriculture-dominated system of Abbon-Danza has experienced an uptick in pirate activity targeting outbound food shipments, rather than the more commonly targeted inbound shipments of machinery and fertilizer. The raids are marked by heavy use of Adiposium-based weaponry, often leaving ship-crews wedged helplessly within their own vessel's hallways. The pirates' focus so far has been on one specific cargo: Abbon-Danza's famously calorie-dense Exagrain. With rumors of a disgraced ex-Adiposa researcher swirling through the system and the unexplained disappearance of the Albatross tender vessel *Red Letter Day* throwing security forces into a panic, IPS-N has opened the door to outside contractors in the hope of bringing stability to the trade lanes.

PCs can take a variety of roles in this Flashpoint; reinforcements dispatched by Trunk Security, members of the local Albatross wing eager to find their missing comrades, local forces supplied by IPS-N, agents of Union DoJ/HR investigating the situation, or simple mercenaries more concerned with a fat paycheck than a fat gut (or who perhaps want both).

SSC EXAMPLE FLASHPOINT: OF TWO LINES

On one of SSC's less publicized Constellar Worlds, Kanjita-Magnolia, extensive genetic cultivation by competing development teams have created two stable genetic lines each tailored around metabolism. The Ativa line developed by Team Himawari possess a highly active metabolism whereas the Lianic line developed by Team Ajisai comes with a lowered metabolism. Both lines have a myriad of differences beyond this, though colonial investors and the general public rarely know about any that SSC believe to be unsavory or undeserving of a public spotlight.

Similarly, in the shadows of SSC's public image, both teams have fostered a fierce distain for one another. What initially began as simply verbal disagreements and ideological differences gave way to active sabotage and financial interference. Following the "Vermillion Water" incident where agents from Team Ajisai tainted the water supply of one of the Team Himawari's research stations with liquid Adiposium, the two sides have started an open conflict each other for which one should remain standing.

While working for Team Ajisai or Team Himawari are options for PC, they can also play as members of the Constellar Midnight trying to either curtail or suppress the conflict between the two groups. Regardless of who the players decide to side with, deception and secrecy remain ever prevalent even during the mech-on-mech combat encounters.

HORUS EXAMPLE FLASHPOINT: NEW LAYERS

[[ADMIN_LOG: OPENING ARCHIVED MESSAGES]]

Observe_the_Apeture: So… Union UID quarantined a world not far from the dawnline shore. Idrakto I think?

Metafolded_Dumpy: it was the science bureau not the intelligence bureau, and its Idirikasi not Idrakto. Get it right.

Baiad: Can't spell aperture correctly, got departments mixed up, and didn't even get the planet's name right [jesterhonk.omif]

Observe_the_Apeture: Let me finish first. I don't see any of you possessing a UID encryption icepick.

Observe_the_Apeture: So far, their official statement is some old TBK weapons being discovered and evacuating the planet in case they go boom. Thing is, they mentioned 'paracausal lamellae' in some of their communications

Metafolded_Dumpy: hang on, there's an EIDOLON there?

Baiad: [ohfuck.omif]

Observe_the_Apeture: Proto-EIDOLON but yes, they also mentioned bringing in AdFOD to assist with operations and 'casualties'.

Metafolded_Dumpy: so Vadogers that can fatten people until a building weighs less than them. Guess someone let their Dionysus NHP go unshackled.

Baiad: >////< Sounds wonderful

Observe_the_Apeture: Think a cargo container 'falling off a ship' could fit a few mechs to investigate?

Metafolded_Dumpy: you want to openly defy Union and deal with paracausal shit no one has seen before? I'm sure I can find a few people interested.

Baiad: Oh oh me first!

[[ADMIN_LOG: CLOSING ARCHIVED MESSAGES]]

HA EXAMPLE FLASHPOINT: ADIPOSIUM CYCLE

Long-cycle batteries are the king of space combat, with entire fleet doctrines and compositions revolving around these weapons. Supporting and defending the vessels carrying them, neutralizing them or forcing them to miss, or otherwise interacting with them. The sheer fire power even a single long-cycle battery can have is barely comprehensible to anyone outside of fleet commanders and even a single one in the hands of a rogue actor can spell chaos for a planet or entire solar system.

Just above the orbit of the Karrakin controlled planet Antiago-Lumes, what started as a contained brush conflict has escalated to full-on naval conflict. A recent battle between the House of Glass' famed Glass Brigade and Harrison Armories' 19th Dawnline Defense Fleet has left a trail of wreckage across the planet's orbit and surface ranging from pieces of ruined armor to entire ship hulls left to decay. One of the casualties of this engagement was the PCV-DN Transcendence, a Dreadnaught armed with a battery of experimental long-cycle Adiposium particle beam cannons dubbed the "Bio-Continent Formers" able to annihilate multiple ships at once not by blasting them apart, but simply fattening the crew onboard to such an extent the ship itself cannot handle their incomprehensible bulk.

[Intercepted message from Harrison Armory Advisor Lidicala Ostov]

PCV-DN Transcendence has been lost. The Bio-Continent Formers *cannot fall into Karrakin or pirate control. Salvage what you can, burn what you cannot, kill or capture anyone that stands in your way. Lidicala out.*

PCs can wind up engaging in this flashpoint in multiple ways. They can be members of a Harrison Armory task force sent to salvage or scuttle the Transcendence, Karrakin kuirassers assigned to keep the ship from falling back under HA control, or Union special operatives tasked with interfering with both sides as best they can. ADI-IND and AdFOD may also end up getting involved, though players will likely not be working for either one due to the nature of such a lipoactive weapon system. Additionally, GMs can choose whether the wreckage of the Transcendence is in orbit, on the planet surface, split between the two, close to burning up in atmosphere, or having been decoupled from orbit entirely.

KTB EXAMPLE FLASHPOINT: TOURNEY TROUBLES

Being contacted directly by the House of Sand can send shivers down even the most fearless Kavaliers and untouchable bureaucrats, doubly so when done in person by one of their dreaded "Sand-men" assassins. Bargaining with them is a feeble endeavor and wronging them can have dire consequences.

The House Games are the most popular events in all of Karrakin space and you have been asked to represent one of the other houses for the competition. Secrecy is of the highest priority and as such, you are to enter the tournament as 'replacements' for the house's team. Recruiting outsiders to take a Kavaliere's place is heavily looked down upon, but given the house's reputation on the line, someone had to fill their shoes with little time to prepare beforehand. Even stranger is that you have been specifically requested to use ADI-IND and ADI-REQ equipment to some extent despite the poor reputation of Adiposium and similar lipohazards within Karrakin space.

Which house you represent and why can be drastically different. Perhaps the House of Sand owe a favor to the House of Remembrance and you need to stain their reputation by competing against them to wipe it off the books. Maybe the House of Glass wants to change the outlook of lipohazards but could not find any of their own willing to do so. It could be that several lesser houses climbing through the ranks are threatening the House of Stone's dominant title and they hired the House of Sand to assist. Whatever house you need to help, the reason for the House of Sand's heavy hand, what anyone gets out of it, and whoever benefits can be a tangled web of political intrigue bound to involve all manner of deception and trickery.

PCs could be from any walk of life, allegiance, or mindset, so long as they have a major secret the House of Sand can use for blackmail. The exact manner of this blackmail can be secrets that could ruin one's social standing or reputation if made public, identities long buried or burned to hide past connections, taboo or forbidden acts that you got away with, or countless other dirty secrets you would have preferred no one else knew. While participating in the House Games themselves as a stand-in for Kavalieres remains the main focus, players can participate in events and deals outside of it. Contacting another house to try getting assistance, handling local troubles and issues to improve your relations with the locals, finding out more about your blackmailers, or getting wrapped up in more strings. Do remember, wronging the House of Sand is bound to go poorly even in the best of scenarios.

ADI-IND & ADI-REQ EXAMPLE FLASHPOINT: CRIMSON FLAG PROBLEM

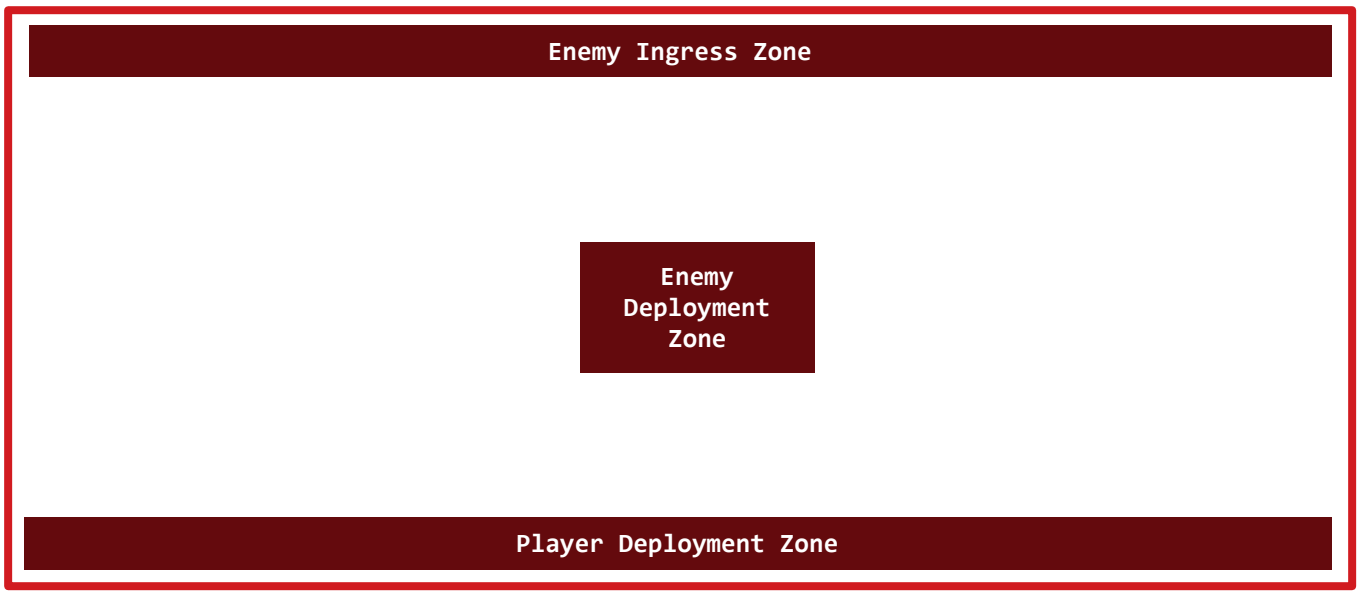
With the only abundant natural resource on Apricot-4 being Adiposium, many ADI-IND and ADI-REQ facilities on the world are dependent on shipments from off world shipments to sustain their operations.

Raw resources, replacement parts and personnel, and uncontaminated foodstuffs are all dependent on regular imports. Recently the planet has been facing the 'Crimson Flag Problem'; an abrupt spike in the frequency of attacks on ADI-IND and ADI-REQ facilities along with the civilians around them. The primary group responsible for these continued attacks is a loose coalition of pirates working under a splinter branch of the Red Tide Remnant who are acting as the unofficial leaders of the so-called "Red Tide's Revenge" coalition.

ADI-IND's own security has had some success in denying attacks and recovering stollen assets, but current efforts have proven ineffective at stopping the threat. To date the worst of these attacks have been the Suelva Raid, a devastating attack on an NHP research facility which resulted in multiple DIONYSUS-Class NHPs and TARTUROUS-Class NHPs becoming unshackled. This event resulted in the creation of the "Stout Split", a proto-metavault completely engulfing the old facility and much of the surrounding land. To combat the issues posed by both the Red Tide's Revenge and the Stout Split, ADI-IND have issued an open contract to anyone willing to assist with handling these persistent blights.

PCs can choose to accept this contract for a variety of conditions. These conditions can be vast sums of money, experimental equipment, wanting to disappear from the public eye, special treatment for certain conditions, or anything that would give someone the incentive to fight (or potentially even die) for. Alternatively they could be individuals employed by ADI-IND which have either been transferred to Apricot-4 to handle the situation or were present on the world prior to the Crimson Flag Problem.

VADOGER HUNT



*//Emergency Broadcast Received_*

[Unshackled NHP found, it's worse than we thought]

[We're detecting multiple layers of paracausal 130amellae forming around it]

[Anyone, everyone who can hear this… please help us bef~ BZZZZZZZTTT]

*//Broadcast Terminated_*

> *- Last known communications with Union Far Field Team 1994-A (MIA; fate unknown)*

Vadoger Hunt missions are highly dangerous undertakings with little room for error. The task is simple; prevent the Vadoger from becoming a fully-fledged EIDOLON at all costs. This sitrep must be done as an end-of-mission fight and should be a story-critical fight or the capstone/ending fight for a campaign rather than a regular occurrence.

VICTORY CONDITIONS

- **PC Victory:** At the end of the ninth round, the Vadoger is destroyed.
- **Enemy Victory:** At the end of the ninth round, the Vadoger is still alive.

ENEMY FORCES

Aside from the Vadoger itself, the GM should prepare 2 NPCs that either complement its starting Layer State or that can draw the player's attention away from the Vadoger.

DEPLOYMENT

The GM deploys first, placing the Vadoger and 2 NPCs, choosing positions for their characters in the **EDZ**. The PCs deploy next, choosing positions for their characters within the **ADZ**.

REINFORCEMENTS

At the start of round 2 through the start of round 6, the GM can deploy 1 NPC as reinforcement in the **IZ**. Remember that there can only be 2 non-Vadoger NPCs active on the Vadoger's side and that these NPCs cannot take any templates that provide additional structure, stress, and/or activations (Veteran, Commander, Elite, Ultra, etc.).

LAST GASP

At the end of round 8, the paracausal energy radiating from the Vadoger begins to increase exponentially and realspace starts fracturing around it. The PCs and any allied NPCs can choose to either flee to save themselves from the impending explosion, or stay and spend one more round to try destroying before it explodes. Any PCs and allied NPCs who decide to run lose their turn during the combat as they are preoccupied running from the Vadoger.

If they fail to destroy it at the end of round 9, the Vadoger becomes a fully-fledged EIDOLON and the resulting explosion of exotic energy that will impact any PCs and allied NPCs who choose to stay.

AFTERMISSION REWARDS AND CONSEQUENCES

With the importance Vadoger Hunts will have in the story, most of the build up to and aftermath of a Vadoger Hunt will be specific to the campaign. However, there are immediate rewards and consequences for their performance in Vadoger Hunt. As always, the following tables can act as inspiration and GMs are encouraged to put their own spin on these existing options or make entirely unique consequences and rewards if they wish.

If any PCs or story-essential NPCs are caught in the blast area, GMs can choose an option from or roll from one of the options below:

FAILURE ROLL TABLE

BLAST EFFECTS	ROLL 1D6
1	The affected characters are forcibly transcended into a higher plane of existence. Players must make a new character sheet to replace this 'killed' character. These transcended characters can still occasionally aid and interact with the player team.
2	The entire planet and a vast area around it are chronologically shunted. Anything inside and outside the blast area is "reset" to their state prior to the failed mission (though players still advance in **LL**). Any characters caught inside the blast gain a **quirk** and have vague memories of what occurred, though things can play out wildly differently from what happened in the failed mission due to this advanced knowledge and/or disruptions to the timeline.
3	Any characters caught within the explosion are trapped inside a newly formed metavault and those outside must work to reestablish contact with them then work to destroy the EIDOLON at its core.
4	Any characters caught inside the explosion are spontaneously teleported to another part of the planet with little memory of who they are. Finding and spending time with them will help undo this memory loss, though it is unlikely they will fully remember everything prior to the explosion.
5	After the blast, the EIDOLON and its paracausal influence teleport to a different part of the galaxy. Any characters caught in the explosion can be found in the blast area, but have irreversibly 'tainted' by the explosion in some way.
6	In place of where the EIDOLON would be are colossal living masses you identify as those who were caught in the blast. Defattening and deflating them would likely take months if not years without highly specialized equipment and lots of assistance.

If the players manage to successfully destroy the Vadoger, the players can get some remains from the slain Vadoger. Upon receiving an item from this table, the party gains it permanently:

SUCCESS ROLL TABLE

VADOGER REMAINS	ROLL 1D6
1	A badly mangled NHP casket with signs of damage from even before it became a Vadoger. Repairing it provides you with a harmless and kind version of the Vadoger personality you fought against that is thankful for your help in "saving" it, but they may occasionally pull some "pranks" on the team using their paracausal powers.
2	A superdense spherical mass that is difficult for even Schedule 3 mechs to move around. An unprotected person physically touching it can lead to extremely rapid weight gain, inflation, or other size increases with potentially no upper limit.
3	Several pulsating masses of paracausal energy which float continuously above the ground. They can paracausally alter nearby objects and respond to basic instructions from PCs.
4	A tiny spec of light that immediately vanishes when held. Whoever interacted with it may slowly develop paracausal powers or abilities tied to their desires and emotions, which likely to attract a lot of attention.
5	Glass-like shards of solidified Blinkspace worth an unfathomably high amount of Manna. Researching it further reveals they can effectively act as miniature Blinkgates, but require the creation of experimental devices to make them work properly and misuse can have massive consequences.
6	A storage container the players have now acts as a gateway to a gargantuan metafold space. From what you can observe, entire planets (or planet-sized people) can fit inside with ease, though how you would get them into it is a complete mystery.

SECTION 3

SPICES OF LIFE

NEW OPTIONAL RULES

OVERVIEW

This selection of optional rules is intended to provide GMs with ways of spicing up the gameplay of Portly Pilots or altering existing mechanics to work better with it. Do keep in mind that these are optional rules so players and GMs should come to an agreement as to what

PUTTING THE CARGO IN "PRECIOUS CARGO"

Rather than producing offspring, eggs, or similar things, certain characters instead generate a substance that simulates the effects of pregnancy without actually becoming pregnant. The exacts of this effect can vary from character to character but is generally included for players who may be uncomfortable with certain implications with the **PRECIOUS CARGO** status but who they themselves or players they are with want to utilize the status.

Example 1: Rather than experiencing any pregnancies or pregnancy-style effects as normal, Desmond's body instead generates a highly refined gelatinous material which can serve multiple purposes (Refined Gel exotic gear: Portly Size ½ of "Pregnancy" = 1 Limited charge).

Example 2: Characters who undergo the Genysis Augmentation are unable to experience any pregnancies or pregnancy-style effects. Instead, they create a heavy doughy substance centralized in their torso region which can be safely removed after it has been given sufficient time to instead become a fat-like material.

DIRECT BACKUP

Any **Nutrition** that would be stored due to instances of **EXCESSIVE PRODUCTION** being blocked by **OBSTRUCTED** instead cause the character to gain Nutrition normally. NPCs have this rule by default to help with GM bookkeeping, but can be done with PCs as well to speed things up further. Do keep in mind this breaks certain interactions.

CONSUMABLE ENVIRONMENT

In these special environments, most if not all pieces of terrain are considered completely edible. Fudge dirt, syrupy mud, candy/gummy vegetation, ice cream snow, and so on. Be warned, they are incredibly rich in flavor and it can be hard to pull oneself away from absent-mindedly glutting on the terrain.

Consumable Terrain in combat are any pieces of terrain made edible by the Consumable Environment optional rule that provide **soft cover** or **hard cover**.

1/round as a **quick action**, you can choose one of the following actions:

- **Eat Terrain:** Deal **10** ⌀ **AP** to an adjacent piece of **Consumable Terrain**, then gain **10 Nutrition**.
- **Forcefeed Terrain:** Choose a hostile character adjacent to you and make a melee attack roll [NPCs roll with a +1/2/3 like with **GRAPPLE** and **RAM**]. On a hit, you deal **10** ⌀ **AP** to an adjacent piece of **Consumable Terrain** and the target gains **10 Nutrition**.

In narrative, eating or forcefeeding terrain instead takes a few minutes but you may consume any terrain that would be edible, including the ground.

All characters capable of eating **Consumable Terrain** can gain **INDULGENCE DICE** which are represented with d6s. When a character would take the **Eat Terrain** action or are hit with the **Forcefeed Terrain** action, they gain an **INDULGENCE DIE**.

If a character starts their turn with at least **1 INDULGENCE DIE**, they must make a **relevant skill check** *(e.g, Excellent Temperance, Appetite and Metabolism, etc.)*. On a 10 or higher, they keep their appetite in check and they lose **1 INDULGENCE DIE**. On a 9 or lower, they must either take the Eat Terrain action as a free action or lose **1 INDULGENCE DIE** become **IMPAIRED** until the end of their next turn. Each **INDULGENCE DIE** past the first adds +1 ⛀ to the check and the **IMPAIRED** from this effect **ignores IMMUNITY to IMPAIRED**.

Allied characters that can communicate with characters that have at least **1 INDULGENCE DIE** to make a **relevant skill check** *(e.g., Charm, Threaten, Lead or Inspire, etc.)* as a quick action, making the target lose **1 INDULGENCE DIE** from the target on a success.

Any effects that would add **additional** ⛂, ⛀, or **provide rerolls or other modifiers to checks** are applied as normal to both skill checks. NPCs by default do not have any flat +/- modifiers though this can change depending on the narrative context.

As a personal suggestion, encourage your players to try bringing some ways of losing **Nutrition** along with giving your NPCs some as well. Additionally, be prepared to handle PCs becoming left immobile from their dramatically increased Nutrition intake.

For some related terrain shenanigans, you can consider modifying terrain-centric equipment and effects, such as the examples below:

- Effects that destroy Consumable Terrain to deal damage to characters *(e.g, Siege Specialist 1, Kobold's Seismic Ripper system, Zheng's Xiaoli's Tenacity, etc.)* may instead deal double their normal damage as **Nutrition** instead.
- The Maelstrom's Terrain Conversion system can now convert its area into **Consumable Terrain**.
- Effects that create **soft cover** or **hard cover** using the environment *(e.g., Swallowtail Ranger Variant's Scout Battlefield trait, Zheng's Destructive Swings trait and Total Strength Suite 1 system, etc.)* can create **Consumable Terrain**.

COLOSSAL BELTLINES

At some point, a mere cockpit may be not enough to handle the sheer girth and bulk of your enormous body. Maybe the Asteroid or more specialized options of practically unlimited interior space like the Sandstorm or Aurora don't offer the same capabilities as the ones you need. Perhaps rather than being a normal human, you are instead a towering individual who treats mechanized chassis as a person would a hardsuit. In any of these cases, you can opt to give your mech the **Colossus** tag.

During a **Full Repair**, you may retrofit your mech to either gain or lose the **Colossus** tag, granting or removing your direct integration into the mech itself.

Mechs with the **Colossus** tag have several changes over their normal counterparts. The major upside is that their **Cockpit Size** is measured in **Board Size** rather than **Portly Size**, providing a tremendous increase to pilot holding capabilities.

However, there are several trade offs to this process:

- You cannot take the **Mount**, **Dismount**, or **Eject** actions, and you cannot benefit from any talents, systems, or effects related to these actions. If you are forced to **Dismount** by external means, such as the Pirate Template **Prying Claws**, you are instead **Jammed** until you pass an **Engineering Check** as a **quick action**. If you are forced to Dismount due to exceeding your Cockpit Size, you are instead **Impaired** and **Slowed** until you return to a size that would let you fit back in your 'cockpit'.
- You cannot interact with objects that pilots would be able to as they are either too small or sensitive for your mech's stock manipulators to handle *(can be negated with the **GMS Manipulators** GMS Manipulators or the **ADI-IND Multi-Pair Limb Neural Framework**)*, and cannot use **Pilot Weapons** even with these systems.
- Other characters or objects cannot share the mech's **Cockpit Size** with you as it is specially designed around you and you alone.
    - **GMS Expanded Compartment – Augmented** lets you share the Cockpit Size as normal, but all other characters and objects will be forced out from exceeding total **Cockpit Size** by 1+ as normal.
- When your mech is **destroyed**, you become **Stunned** until it can be repaired due to your body being either integrated into the mech or your "body" being the mech itself.
- If your mech explodes from **Reactor Meltdown** or similar sources, your pilot is reduced to **0 HP**, becoming **Down and Out** instead of being vaporized.

In order to give your mech the **Colossus** tag, your pilot must be a **Board Size** equal to half of the mech's **Frame Size**. If you drop below this minimum Board Size, you become **Impaired** and **Slowed** until you can meet it as you have to awkwardly use control meant for a far larger individual than you currently are.

- Size ½ and 1 mechs - Minimum Board Size ½
- Size 2 mechs - Minimum Board Size 1
- Size 3 mechs - Minimum Board Size 1 1/2

If you plan on using this optional rule, I would heavily suggest using the **Core Ejection** optional rule as the removal of pilot ejection means that Reactor Meltdown poses a far greater threat to the pilot's safety. Additionally, I would suggest putting some kind of cap on the minimum and maximum **Nutrition Threshold** due to the skyrocketing intake needed to sustain such enormous pilots.

Be warned, this optional rule dramatically changes how the game works so exercise caution when enabling it.

SECTION 4

MASS OF FIGURES

NEW CHARACTERS

As much fun as Lancer's mech combat is, ultimately it is a roleplaying game and no roleplaying game is complete without player and non-player characters. Generally premade campaign modules include an extensive lineup of NPCs designed specifically for their campaigns. The characters presented here are not intended to act as replacements for any of the existing ones, but to act as additional characters GMs can use in premade or custom campaigns. When referring to the Friendly, Neutral, and Hostile characters, these are in the context of how they are introduced to the players rather than their initial relationship clock status.

RELATIONSHIP CLOCKS

For certain NPCs, they may come with or be easily adapted to have clocks representing their fondness or animosity towards the PCs. These clocks should be visible to all the players upon the NPC's introduction, but should only be updated at the end of each scene the characters interact with them. Depending on the player's actions, these clocks can increase or decrease with certain benefits and/or downsides being affiliated with certain trackers. By default a character's clock can only change once per scene from a certain trigger, but some may be able to change multiple times per scene.

The clocks themselves consist of 10 sections with the amount of filled sections indicating their relations; 0 making the entity wanting nothing to do with the PCs, 1-3 making them frosty when interacting with PCs, 4-7 making the entity treat PCs normally, and 8-10 making the entity friendly with the PCs.

The exacts on what these sections mean can vary from NPC to NPC, but these are generally what the clock progress means. Unless stated otherwise, an event that increases or decreases the relationship clock can only trigger once per scene.

This relationship clock system is based around the one used in *Dustgrave* (p.13), so if you want some inspiration for your own NPCs or want more clarification on how the relationship clock system works, you can check it out there.

NPC INDEX

FRIENDLY

SKOVEK KITOS *He/Him*
HIMAKAWA IONO *She/Her*
BODACH *He/Him*
ESIBRIA ROMAV *She/Her*

NEUTRAL

ZEPHYR/DR. JERESIV MYRIC *He/Him*
TCI-44A "TEMPEST" *They/Them*

HOSTILE

GOLDEYE *They/Them**
[EVOCATION] *It/Its [I AM NOT AN "IT"]*
[TREAT] *They/Them*
MISERY *He/Him*
MALG *She/Her*

If you are a player in a Lancer campaign with Corpulent Corsairs, be aware of potential spoilers ahead. Do note that GMs can change names, backgrounds, and other details to not only make the character more fitting for their campaign, but also prevent players from knowing key story details ahead of time…and perhaps even punish those who try spoiling or exploiting the information past this point.

SKOVEK KITOS HE/HIM

ADIPOSA INDUSTRIES REQUISITIONS OFFICER

To many desiring ADI-IND's licensed equipment through ADI-REQ, they will have to go through an ADI-REQ officer to ensure they can be trusted and competent enough to be given such equipment. The duties of an ADI-REQ officer can range from conducting interviews and background checks on potential customers to enforcing clearance requirements and handling mislicensings or unauthorized equipment distributions, all while advertising the company's catalogue and services. Needless to say, ADI-REQ Officers have a lot to handle at once and Skovek is far from an exception. The massive coverage of the branch of ADI-REQ means that both he is the most likely ADI-REQ Officer the players will encounter and the most stressed of them.

Rather than simply filling out a requisition form or more 'normal' means of acquiring equipment like other factions, PCs will usually have to go through the authorization process carried out by Skovek to be authorized to handle and get their equipment. His state of being overworked and stressed is obvious for anyone to see though he tries to hide this as best he can to keep his clients from worrying. As PCs, get more and more equipment from ADI-REQ, his trust and attitude towards them will warm up considerably and he may even join the PCs during the downtime actions. If PCs want during this time, they can offer to help Kitos either with handling the mountains of paperwork he has or giving him a quick reprieve from his constant work.

CREATION OF THE RELATIONSHIP CLOCK

- Requesting, buying, or otherwise acquiring ADI-REQ equipment or Portly Pilots Exotic item. Relationship clock starts at **2**.

EVENTS THAT INCREASE THE CLOCK

- At least one of the players is piloting an ADI-REQ or SSC mech (**+2**).
- A PC that was piloting a mech from a different manufacturer chooses an ADI-IND or ADI-REQ frame (**+2**).
- Helping him with office work or helping him destress (**+1**, can occur multiple times).

EVENTS THAT DECREASE THE CLOCK

- At least one of the PCs is piloting an HA mech (**-3**)
- A PC insults ADI-IND, SSC, ADI-REQ, or one of their products (**-1**, can occur multiple times)

BENEFITS

If the PCs are Friendly with Kitos, he may grant them access to a piece of Portly Pilots Exotic Gear or special clearance into one of their facilities. He may also join the PCs in downtime actions or narrative play, providing assistance to the party during these events.

ROLEPLAYING SKOVEK KITOS

Skovek can best be defined in one word; stress. Stress from high-volume office work, stress from the grueling level of detail needed in every bit of paperwork, stress from having to clean up equipment mishandling and mislicensings, and stress from having to deal with rude customers. At his core, he is kind, friendly, and upbeat, though all the stress he deals with can make him come off as cranky and uncaring. Trying to help Skovek can be a struggle as despite his friendly demeanor, he insists on handling things himself.

As for why he works for ADI-REQ despite the stress his job induces, he feels they are one of if not the only organization that understands and respects his interests. So far he has yet to find individuals outside of ADI-IND and ADI-REQ who see him as more than a freak or abnormality, especially Harrison Armories who he has an extreme resentment towards even with various ADI-IND/REQ technologies coming from them.

Kitos Likes:

- His personal hobby.
- Having time to unwind and destress.
- People willing to help him out.
- Big lads and lasses.
- SSC and their luxury products, especially their bioaugmentations.
- Spicy food.

Kitos Dislikes:

- Entitled and rude customers.
- Disparaging comments towards ADI-IND, SSC, and ADI-REQ.
- Being treated as a "miracle worker" or as having "disgusting interests".
- Anything related to Harrison Armory
- Getting into or talking about combat.
- Forced overtime and surprise assignments.

Note: Regardless of Kitos' standing with the players, he will continue to provide the proper equipment to the players and is able to be contacted by them. The main thing the PC's standing with him changes is his attitude towards the players and potential access to unique equipment.

CHARACTER TABLES

SSC AUGMENTS

ROLL 1D6

1	Special chest implants that let him change their size or even lactate at will. He rarely uses either feature in public or at work, as even mentioning them makes him flustered.
2	A sleek cybernetic arm crafted by a masterwork designer and oozing with artisanry. The special heating and impact pads on its palm make for an unforgettable massage.
3	An integrated neural port that lets him store and download vast quantities of information directly into his brain. From a distance, the cords running down from his head look like braids or a ponytail.
4	Compartmentalized digestive tract that lets him choose what and when to digest something. He confesses he cheated in a few drinking contests using this.
5	Full body infoskin making him able to change his appearance at will, with numerous upgrades over market infoskin to provide countless new options.
6	A personal neural port and omni-net hub both with SSC branding hidden beneath a mass-market case. Using these, he can connect to SSC's Constellar Congress as a vetted guest.

PERSONAL HOBBY

ROLL 1D6

1	Casually fishing in a natural or semi-natural body of water with someone at his side. He has little interest in catching fish in the process, although it does make a nice bonus.
2	Maintaining and riding his tricked-out hoverbike, treating it as his prized project and at times even a person.
3	Gardening plants in hydroponic basins. Any room that is “his” likely has at least one wall covered in plants.
4	Reading and/or writing physical literature as he finds physically turning a page or having the book in his hands deeply satisfying.
5	Collecting rare trinkets and souvenirs. Finding one for him is likely to make him extremely happy, especially if it is a one-of-a-kind or unique item.
6	Finding and tasting exotic foods and drinks, especially fine wines. He still refuses to drink on the job but is more than happy to get a few drinks out of the office and may even show up at several high-class bars.

HATRED FOR HA

ROLL 1D6

1	Although the Hercynia Crisis was technically SecComm’s fault, the amount of Anthrochauvinists and SecComm loyalists within Harrison Armory’s ranks makes him see the two organizations as the same.
2	Worries about a group of near-cascading NHPs barely kept under HA’s control. Asking further may lead PCs to find out he is referring to the Think Tank.
3	Their meddling and wars in the Dawnline Shore. He is of the belief that HA is solely responsible for the entire conflict and that every casualty is their fault.
4	He sees antagonizing and stealing from the Voladores like HA is as not only incredibly selfish, but likely to cause unnecessary conflict.
5	Secretly he used to work for the Colonial Legionnate but a mission gone wrong left him with an extremely negative opinion of the company.
6	The idea of cloning oneself twice like John-Creighton-Cruz Harrison on top of HA’s overall treatment of clones never sat well with him.

PREFERENCES

ROLL 1D6

1	Pudgy or thick individuals seem to grab his attention far more than corpulent or room-filling ones.
2	He tends to enjoy temporary inflations over ‘lasting’ size increases like weight gain, pregnancies, and permafruitiness.
3	Any form of spherical or pronounced bellies (inflation, food/drinks, pregnancies, and vore) are likely to be showered in physical affection from him.
4	Despite his marked preference for decency, he finds the sight of clothing struggling or failing due to growth strangely enjoyable.
5	While fat itself is all well and good, most of his enjoyment comes via retellings and personal accounts from those who gained it... or caused it.
6	His most private dream is to sleep soundly on the flabby or taut body of a truly massive person.

HIMAKAWA IONO SHE/HER

OWNER OF THE KITSUNE SANCTUARY

The Orion Arm is far from a peaceful place despite Union's best efforts. Between the Second Distal War, conflicts in the Dawnline Shore, rogue paracausal entities, and countless human-caused conflicts, it is no wonder so many people are in need of help and hope. In fact, Himakawa herself faced this situation, working as a Gunnery Officer onboard a Caspian Sea-Class Frigate that was ripped apart from a failed nearlight ejection. She and the survivors of the accident spent months of subjective time (likely years in realtime) helplessly adrift in space, unable to call for aid and surrounded by the dead. Everyone tried to survive for as long as possible in the hopes they could wake up to a rescue, with Himakawa herself ensuring several members of the crew lived to see rescue. After the crew was retrieved by a passing IPS-N freighter, Himakawa quit her position in the Union Navy and instead founded the Kitsune Sanctuary, a peaceful location meant to provide refuge to any in need of protection or assistance.

NPCs who have been through major hardship may know or have spent time in the Kitsune Sanctuary, especially if they have history working for Union due to stories circulating around the omni-net. PCs can encounter and meet Himakawa in a variety of ways. She might have provided help to the PCs during a dark point in their lives, the PCs are contacted by Himakawa to help her defend the Kitsune Sanctuary, a person the PCs need to contact residing the Kitsune Sanctuary, the list goes on. Major factions are likely to acknowledge that the Kitsune Sanctuary exists, though few outside humanitarian organizations will help out.

CREATION OF THE RELATIONSHIP CLOCK

- Encountering Himakawa for the first time. Relationship clock starts at **4**.

EVENTS THAT INCREASE THE CLOCK

- The PCs help around or defend the Kitsune Sanctuary (**+2**).
- Himakawa is able to help with or resolve a PC's long-term issue such as **Precious Cargo** or a pilot quirk (**+1**, can occur multiple times).
- The PCs decided to incapacitate or capture an NPC rather than killing them (**+1**).

EVENTS THAT DECREASE THE CLOCK

- A PC directly or indirectly endangers the Kitsune Sanctuary (**-2**).
- The PCs repeatedly uses fire or fire-like effects against their enemies (**-1**, can occur multiple times).

BENEFITS

If the PCs are Friendly with Himakawa, they gain **+2** on any Downtime Action rolls done in or close to the Kitsune Sanctuary.

ROLEPLAYING HIMAKAWA IONO

Helping others is Himakawa's main drive, most of her waking hours spent directly or indirectly helping those around her. She is caring, hopeful, disciplined, and hard working to the point where some may worry she is "working herself to the bone". Anyone who tries forcing themselves over her or tries to exploit her generosity may find out the hard way she is not this way out of naiveite, but forged by hardship and loss. She has fought numerous battles even after leaving her position in the Union Navy, and she is unafraid to give stern talking to those she is treating and a thorough beating to anyone who has wronged her.

The Kitsune Sanctuary she resides in is a singular place contained to a municipality or sector, a result of her not having enough time to expand her operations. The place itself is almost entirely run by her and volunteers with no formal leadership structure or internal organization of any kind.

Himakawa Likes:

- Giving protection and aid to those in need.
- Usage of minimally painful weapons and systems, especially if non-lethal.
- Being outdoors and structures designed to feel exceptionally open.
- Learning about new or unfamiliar cultures.
- People and groups with positive influence.
- Fruitified and pregnant individuals.

Himakawa Dislikes:

- Cynical and nihilistic people.
- People who refuse to listen to her instructions.
- Being unable to help someone.
- Spending time onboard vessels.
- Weapons and systems that cause fire or fire-like effects.
- Causing immobility.

Note: PCs can use the 'Get Organized' downtime action to help Himakawa expand the Kitsune Sanctuary's humanitarian operations, starting off with +2 Efficiency and +0 Influence.

CHARACTER TABLES

BIOMOD EXTENT

ROLL 1D6

1	Aside from a standard neural bridge, she is completely unaugmented.
2	She has small but noticeable augmentation; eyes that can shift color, enhanced hearing and sight, or.
3	On top of her small augmentations, she has one of three significant body mods; fox ears, a fluffy tail, or claws instead of fingernails.
4	She has two significant body mods and all the small augmentations.
5	She completely resembles an anthropomorphic fox to where you can easily forget she is an augmented human.
6	Her body modifications are so thorough she can change everything about herself at will, recognizing her between forms being a near-impossible task.

STORY HOOKS

ROLL 1D6

1	Several people under her care are sick with a rare disease and the PCs have to find or retrieve a cure for it. This disease was either directly made by or in some way benefits a certain group which will try to obstruct the PCs.
2	Her fat removal setup has proven insufficient for the recent uptick in Adiposium-based incidents. Until she is able to expand her storage and disposal agreements, taking a few hundred pounds from her would be a big help.
3	The PCs get an urgent call for help from Himakawa, arriving to find her desperately trying to protect the Kitsune Sanctuary as it is under attack. Right now, it is just herself and her personal mech keeping the enemy forces at bay.
4	Rumors have begun circulating that something or someone plans to attack the Kitsune Sanctuary. If stopped, it is revealed to be the act of an Anthrochauvinist faction who sees her as the antithesis of their beliefs.
5	The PCs hear of a rogue mech pilot before meeting Himakawa. When they encounter this pilot, they find out it is her and that she has taken to mercenary work to fund the Kitsune Sanctuary.
6	Aid is desperately needed by civilians stuck in a fiercely contested combat area and Himakawa wants to join the PCs in her personal mech to help provide the needed supplies.

PERSONAL MECH

ROLL 1D6

1	“Byakko”; a HA Saladin covered in scuffs and dents. She declines any offer to repair these damages as she remembers the life she saved or helped getting each one.
2	“Zenko”; an IPS-N Kidd with Forge-2 Subalterns that she uses to help with construction and distributing supplies around the Kitsune Sanctuary.
3	“Nyōbo”; an SSC Black Witch given to her by a retired Lancer. The onboard Comp/Con unit is usually assigned to patrolling and guarding wherever Himakawa is.
4	“Yakan”; a GMS Sagarmatha with yoroi stylings and a prominent head crest. The oversized Kanabo it wields and the extensive emitters built into its chassis suggest everyone involved will leave the fight larger.
5	“Hoshi”; an ADI-REQ Eclipse armed with exclusively non-lethal weaponry. The PCs can find she is using a borrowed license taken from a famous mercenary.
6	“Bakemono”; a HORUS Lich resembling a 9-tailed fox. Dozens of tallies mark its cockpit and asking Himakawa about it reveals that it how many times she “died” piloting it.

SANCTUARY QUIRKS

ROLL 1D6

1	The Kitsune Sanctuary is built around multiple hot springs and geothermal vents, some of the mineral baths having medical properties so long as they are not overused.
2	A cozy nursery and incubators serves as the central building, but there are a few strange eggs inside it. Investigating further reveals these are Egregorian eggs.
3	The Kitsune Sanctuary is built inside and around a crashed Onopordum-Class Karrakin Frigate. Himakawa makes it clear she is not fond of living inside a former vessel, but believes it ironically is a source of good luck.
4	In what initially appears to be a side closet sits an elaborate memorial shrine to those lost in space, clearly added onto over many years.
5	The Kitsune Sanctuary was formerly an illicit hideout for a defunct criminal syndicate that was left completely abandoned. She is mostly sure nothing is left of theirs, but there are walls she has not opened up yet.
6	Hidden behind closed doors, she runs an unlicensed distillery to keep the lights on. She would shut it down in a heartbeat if she could, but nothing else turns her patients' "byproducts" into profit.

BODACH HE/HIM

UNKNOWN ASSET

Any successful mission comes down to a combination of accurate intel, proper resources, thorough planning, and accomplished individuals, with success in the absence of one or more being far more uncertain. Where others may be unable or unwilling to assist you with any of these, Bodach always seems to have what you need and a little extra so long as you do not ask too many questions. All you need to know is that he wants to help you carry out your goals and has the assets to do it.

Unlike with most other NPCs, Bodoch will actively seek out the PCs to assist them rather than having the PCs assist him. Few if any NPCs seem to have any solid information on Bodach even if they worked with them in the past. He has no publicly available records and keeps his metaphorical cards close to his chest, not revealing any personal information that is not distorted or fabricated in some way. Trying to uncover more information on Bodach will be a lengthy process and is likely to attract the unwanted attention of powerful individuals… Bodach included.

During a mission, Bodach may designate some specific items, people, or objects of interest he requires to aid the players in the future. This can be capturing a Commander pilot alive for intel, extracting schematics for equipment your enemies are using, or all manner of other side objectives. Avoid having more than 1 of these side objectives per combat and more than 2 per mission, as doing so can easily overwhelm the PCs and spread them too thin. He will also warn or caution the players if they would do something that would violate his Moral Threshold.

CREATION OF THE RELATIONSHIP CLOCK

- Bodach contacts the PCs for the first time. Relationship clock starts at **5**.

EVENTS THAT INCREASE THE CLOCK

- The PCs manage to capture a designated VIP alive or complete a side objective (**+1**).
- The PCs abide by Bodach's Moral Threshold (**+1**)

EVENTS THAT DECREASE THE CLOCK

- The PCs fail to capture a designated VIP alive or complete a side objective (**-1**)
- The PCs violate Bodach's Moral Threshold (**-3**)

BENEFITS

If the PCs are Friendly with Bodach, they can have access to Bodach's Exotic Gear.

ROLEPLAYING BODACH

Bodach is clinical, task oriented, disciplined, and secretive individual. In his eyes, small talk and informal interaction are obstructions to completing the mission even if the people he is working under disagree. He also sees killing as wasteful since he believes people are far more valuable alive than dead, being frustrated or discouraged when killing is the only option. His new identity as Bodach also conceals his past as Rodreia Keotes, a member of the Union DoJ/HR that became disillusioned with the idea of a central authority's ability to steward the galaxy after one too many Critical Assistance Missions.

Unknown to the PCs, Bodach is a plausible deniability asset working for a faction that wants the PCs to accomplish their goals for the faction's benefit, Bodach seeing it as handling issues before they spiral to the point of needing DoJ/HR intervention. This could be so the faction can fill a power vacuum, seize control of valuable resources, gain access to information that would normally not get their hands on, or otherwise benefitting the faction Bodach is working for in some way.

Bodach Likes:

- Resolving problems without killing (and likely through immobilizing people).
- Custom, unorthodox, or otherwise highly specialized equipment.
- Unique precious or semiprecious gemstones, preferably of a kind only found on a single planet.
- Good intel and those who properly appreciate having it.
- Working with active or former enlisted, especially if they are/were in a special and/or secretive unit.

Bodach Dislikes:

- Interactions and conversations not related to the PC's and/or loyal faction's goal.
- Teams entirely reliant on others for intel gathering.
- The idea of central authority like Union (although he can at least appreciate Third Committee's benevolent approach).
- People with a "lone wolf" mentality.
- Impulsive and reckless behavior

Note: If Bodach becomes Hostile towards the PCs due to his relationship clock reaching 0, he will simply cut contact with the players with scant opportunity to reestablish communications. If however the PCs uncover or do something that would threaten the faction Bodach is working for, he instead may betray the PCs and sabotage any of the Exotic Gear he has given them.

CHARACTER TABLES

FACTION LOYALTY

ROLL 1D6

1	Corprostate
2	Rebellion/Insurrection
3	Mercenaries
4	Pirates/Outlaws
5	Individual
6	State/Nation

SECRET AGENDA

ROLL 1D6

1	Bodach's faction wants to expand their influence in the place the PCs are operating in, with the crippling or elimination of one or more factions in the area being critical to their goal.
2	Bodach's faction is of the opinion that Union is being too lenient on local policies and hopes escalating the conflict will bring a harsh response and subsequent reorganization of society.
3	Critical resources in the place the PCs are operating in are vital to the plans of Bodach's faction. This can be raw resources, processed material, or something more nebulous.
4	Bodach's faction wants to get their hands on sensitive information that could help them change the balance of power in their home system or perhaps even the entire Orion Arm.
5	The faction(s) the PCs are fighting against have secret Union agents embedded in their ranks, with Bodach's faction seeking to cripple Union intelligence gathering capabilities while they are distracted from the Second Distal War.
6	Bodach's faction is a third party that wants to extend the conflict the PCs are fighting in for as long as possible.

BETRAYAL

If the PCs directly act against Bodach's faction, uncover that he is a plausible deniability asset for them, cause excessive interference with their secret agenda, or otherwise would jeopardize his faction's plans, Bodach has the potential to betray the PCs. When betraying the PCs, Bodach's relationship clock is automatically set to 0 and they will actively work against the PCs, potentially even fighting them in his mech Turquoise. If the PCs attempt to use any of his Exotic Gear against Bodach or his faction after this point, each one's Betrayal Effect can be triggered. Bodach's Exotic Gear can be safely removed during a **Full Repair** though the limited time of a normal **Rest** means removal may trigger a **Redundant Failsafe**.

Depending on their relationship with the PCs and loyal faction, they may instead decide to side with the PCs over their faction. Keep in mind that this is a highly unlikely scenario and they will betray the PCs unless his faction betrays him in some way *(e.g. leaving him to die, crossing his moral line, etc.)*

MORAL THRESHOLD

ROLL 1D6

1	Bodach believes that intentionally harming, killing, or providing inadequate care to someone who has surrendered is a heinous transgression that cannot be forgiven.
2	Bodach upholds the belief that conflict should be kept purely between militaries – targeting pure civilian infrastructure does nothing but hurt innocents.
3	Bodach has mixed feelings on Union; however, he will consider anyone who genuinely thinks they can fight them off completely suicidally naive.
4	A military without discipline is not one in Bodach's eyes. If an employer cannot control their own troops, they cannot be trusted to pay on time or uphold their own rules.
5	Bodach has seen many different and beautiful cultures across his travels – the thought of purposefully stamping out the practices of one repulses him.
6	Disregarding or justifying collateral damage is inexcusable in Bodach's eyes even if no lives were lost from it. Any collateral damage caused should be accounted for and handled with the utmost care.

CALLING CARD

ROLL 1D6

1	The Doorway card from a Karrakin variant tarot deck. It symbolizes crossing a threshold or point of no return, with many depictions showing an ornately decorated airlock.
2	A predator's tooth wrapped tightly in braided cord. Among the Sparri, this is a fairly young idea of a farewell gift.
3	A single SSC-produced Concourse Truffle. Exclusively sold in pairs, it is customary to order one for a future business associate to be eaten at the first face to face meeting.
4	The petals of an Umara Lily. A direct descendant of Cradle's lilies which continues to see use in funerals and wakes.
5	An Ace of Spades with a handgun-caliber bullet hole through the center. When royalty or figures of importance are involved, it is instead a Joker of Spades.
6	A literal calling card for Marcenni Private Security. The company closed down over a century ago and the number was not designed for interstellar comm use, if it even still works.

BODACH'S EXOTIC GEAR

Ambush Package

2 SP, Unique, Exotic Gear

Before the first round of any combat, you can deploy up to **5 spaces** outside of the **Player Deployment Zone** and are **Invisible** and **Hidden** until the end of your first turn.

A combination of muffling footpads, refractive panels, and actuator tweaks enabling a brief window of concealment before combat. While not able to sustain this concealment without continuous action, it allows novice and elite pilots alike to get the drop on their targets.

Betrayal Effect: At the end of the PC's first turn, the Ambush Package instead begins deliberately drawing attention towards the PC, making all attacks against them gain +1 ✪ until the system is destroyed or it is defused with a successful **Systems** save as a full action.

Decoy Charges

3 SP, Unique, Exotic Gear, Quick Action, Limited 2

Decoy Mech: (Size X, Armor 0, 10 HP, Evasion X, Speed X, E-Defense X, Heat Cap X, Sensors X, Tags: Drone, Mech)

Expend a charge to place a Decoy Mech within ⟋**5** and line of sight, then choose yourself or an allied mech. This Decoy mech matches the **Size, Evasion, Speed, E-Defense, Heat Cap, Sensors**, and overall appearance of the chosen mech. This Decoy Mech is controlled by you or the chosen character and shares its turn with the mimicked character, being treated as if it was a Mech. This Decoy Mech can only **standard move, Boost, Lock On, Hide,** and **Search**, but does cause **Engagement** and can contribute toward **Objectives** and take any special actions required for them.

If this Decoy Mech would exceed its **Heat Cap**, it is destroyed. The Decoy Mech may also gain **Portly Pilot Statuses and Conditions**, but not **Nutrition**. The Decoy Mech cannot be recalled and expires at the end of the scene.

"Break break! Multiple hostile contacts spotted!"

"They're bloody everywhere! All units fall back, we're being surrounded!"

Betrayal Effect: Although the Decoy Mech mimics one of the PCs mechs, the hostiles control its actions and it is treated as a hostile character.

Bumper Crop Cannon Refit

Main Launcher, Accurate, Knockback 1, Loading

[⟋10][1d6+2 ✸]

On Hit: The target must succeed on an **Agility** save or gain an instance of **Fruity Body** for the rest of the scene. If the target clears this instance of **Fruity Body** before this point, they gain **Nutrition** equal to their maximum **HP**.

This heavily modified Gyro-Jet Cannon uses Adiposium mixed with a classified formula to cause spontaneous inundation of targeted individuals. If disrupted, the formula's volatility often results in the Adiposium catalyst fully separating and directly dosing the target.

Betrayal Effect: When the PC makes an attack with this weapon, they must also make a **Systems** save against themselves to avoid the effect.

SOFT Suite

3 SP, Unique, Exotic Gear, Protocol, Limited 2

You may expend a charge and lose **10 Nutrition** to let an allied character in **Sensors** and line of sight to take any **quick action** as a **reaction**. This action must involve **Nutrition, Pregnancy Nutrition, Portly Pilot Statuses,** and/or **Portly Pilot Conditions**. The action they take counts towards duplicate action restrictions on their next turn.

The Squad Oversight for Filling Tactics Suite provides unparalleled tactical guidance on coordinating and executing near-simultaneous actions involving an individual's size. To prevent its astronomical power and computing needs from overwhelming a mech's systems, the SOFT Suite is powered by an internal biomass energy converter and restricted to brief simulation cycles.

Betrayal Effect: The quick action provided by this protocol can only impact or target allied characters.

SIZE 1

HOSTILE MECH
TURQUOISE

Unknown
Support/Controller

>//Why did you have to go disobeying my orders like that?
>//I was starting to warm up to you, and now you are making me do this...
>//If you will let me, I would prefer to take you in alive rather than killing you.
>//But if you leave me no choice, know that I will not hesitate to kill.

TIER 1		TIER 2		TIER 3	
MECH SKILLS		**MECH SKILLS**		**MECH SKILLS**	
Hull: +0	**Systems:** +2	**Hull:** +1	**Systems:** +3	**Hull:** +2	**Systems:** +4
Agility: +2	**Engineering:** -1	**Agility:** +4	**Engineering:** -1	**Agility:** +6	**Engineering:** -1
CORE STATS		**CORE STATS**		**CORE STATS**	
HP: 15	**Armor:** 0	**HP:** 18	**Armor:** 0	**HP:** 21	**Armor:** 0
Evasion: 12	**E-Defense:** 8	**Evasion:** 15	**E-Defense:** 10	**Evasion:** 18	**E-Defense:** 12
Speed: 6	**Size:** 1	**Speed:** 7	**Size:** 1	**Speed:** 8	**Size:** 1
Heat Cap: 6	**Save Target:** 11	**Heat Cap:** 6	**Save Target:** 13	**Heat Cap:** 6	**Save Target:** 15
Sensors: 15		**Sensors:** 15		**Sensors:** 15	

SYSTEMS

Elite Veteran — Template

Turquoise has **3 STRUCTURE**, **3 STRESS**, takes two turns each round, and has +1 ⊕ on all **HULL** checks and saves. They have several additional optional traits (included).

[Combat Assessment Complete]
[Exceptional Combat Proficiency Predicted: Proceed with Extreme Caution]

Waistline Deadly
Modified Veteran and Spec Ops Trait

Turquoise deals **6 Nutrition** on critical hits.

"After all the work you did for me and can do for me, killing you would be an unfathomable waste." - Bodach

Lightning Reflexes — Veteran Trait

Whenever Turquoise is attacked using any **Heavy** or **Superheavy** weapon, first roll **1d6**. On a **5+**, the attack automatically misses.

<Incoming Threat Detected: Recommend Evasive Action>

Advanced E-Warfare Suite — Trait

Turquoise ignores **HIDDEN** and **INVISIBLE**. **SCANS** against Turquoise do not reveal any of their systems

"You should know hiding against me is pointless. I see and know everything you do..." - Bodach

Kai Bioplating — Trait

Turquoise gains +1 ⊕ on all **AGILITY** checks and saves; additionally, they climb and swim at normal speed, ignore **difficult terrain**, and, when making a standard move, can jump horizontally up to their **SPEED** and vertically up to half their **SPEED** (in any combination).

"Running will not save you from me either." - Bodach

Slippery — Veteran Trait

Turquoise's **standard move** ignores **ENGAGEMENT** and does not trigger **reactions**.

"Not the most subtle of mechs, but certainly enough to slip by most without being detected." - Bodach

Marker Nexus

Main Nexus, Smart, +1/+2/+3, +2 ✪
[⟋15][no damage]

On Hit: The target experiences the following:

- Gain **LOCK ON**.
- Become **SHREDDED** and cannot benefit from **cover** until the end of their next turn.
- The target loses **HIDDEN** and **INVISIBLE**.
- The target cannot regain **HIDDEN** or **INVISIBLE** until the end of their next turn.

<Target Identified>
<Relaying Combat Data To All Networked Units>
<Maintaining Tracker Link on Target>

Thermo-Dagger

Auxiliary Melee, Thrown 5, +1/+2/+3, +1 ✪
[⌘1][2/3/4 🌡]

If this weapon is thrown, it deals double heat to characters that are **PRONE**, **SHREDDED**, **IMMOBILIZED**, or **STUNNED**.

When thrown, this weapon automatically returns to Turquoise at the end of their turn.

"Intended for slicing through bulkheads, cook food, and overheat mechs, not against people." - Bodach

Adi-Shroud Projector

System, Quick Action, Limited 2

Turquoise sets off a charge, creating a ⦿**3** area of Adiposium-infused smoke. Turquoise gains **soft cover** within the affected and characters other than Turquoise fully inside or outside the area cannot draw line of sight into or out of the area. Characters partially within the area are not affected. When a character other than Turquoise that enter this area for the first time in a round or end their turn in it must succeed on an **ENGINEERING** save or gain an instance of **STUFFED/INFLATED** for the rest of the scene.

This effect lasts until the end of Turquoise's next turn, or until Turquoise uses this system again.

"You should always have a backup plan in case things go wrong." - Bodach

Contingency Plan

System, Full Tech, Recharge 6

A character within **SENSORS** and line of sight must succeed on a **SYSTEMS** save. On a failure, if the target has one or more of Bodach's Exotic Gear installed and intact, he can trigger a **REDUNDANT FAILSAFE**. Otherwise, they become **SLOWED** and **JAMMED** until the end of their next turn. A character can only be affected by this action 1/scene.

"I was afraid you were going to betray me like this, that's why I had a backup plan in place." - Bodach

Active Camo – Mod II

System, Protocol

Turquoise becomes **INVISIBLE** until the end of his next turn. While **INVISIBLE** in this state, Turquoise's **next melee or ranged attack** is treated as a critical hit if it hits.

This protocol can only be used once every two rounds.

"Lost visual on unknown mech, stay in formation an~" – intercepted communications, transmitter MIA

REDUNDANT FAILSAFE

1	At the end of the target's next turn, they take **1 Stress** unless they **SHUT DOWN**, **STABILIZE** with the 'clear heat and **EXPOSED**' option, or succeed on an **ENGINEERING** save as a **quick action**.
2	The target gains **10 Nutrition** at the start of their turns until they succeed on a **SYSTEMS** save as a **quick action** or until the scene ends.
3	When the target attacks or forces a save on another character, they take **2/3/4 AP**. This effect lasts until the target spends a full turn not taking any hostile actions.
4	The target gains two different **Portly Pilot Conditions** for the rest of the scene.
5	Choose a weapon or system on the target that is not destroyed. They cannot use or benefit from this weapon or system for the rest of the scene. If there are no valid weapons or systems, they instead become **SLOWED** and **JAMMED** until the end of their next turn.
6	When the target starts their turn within ⟋**3** of an allied character, both the target and the allied character gain **2/3/4** 🌡. If there are multiple allied characters within ⟋**3**, this effect triggers for each one. This effect lasts until they succeed on a **SYSTEMS** save as a quick action.

TACTICS AND BEHAVIOR

Turquoise is a powerful supportive asset that aims to drastically decrease the PC's effectiveness in a fight. **Elite Veteran**, **Waistline Deadly**, and **Advanced E-Warfare Suite** makes them a highly threatening presence on the battlefield. **Lightning Reflexes** , **Slippery**, and **Adi-Shroud Projector** ensure keeping them pinned down is easier said than done along with increasing their overall survivability. Both **Marker Nexus** and **Thermo-Dagger** are not intended to kill targets, instead opening targets up for crippling effects and overheating their mechs respectively. **Contingency Plan** is most potent against targets with one of Bodach's Exotic Systems, but can be used against any character with less potent effects. Lastly, **Active Cloak** greatly improves Turquoise's general offense and defense.

Turquoise will focus on the **Objective** and assisting allies above all else, even if it means putting himself in a bad scenario to do so. He will also avoid killing the PCs, instead opting to make them outgrow their mech's Cockpit Size or driving them to **EJECT** out of their mech before it suffers a **Reactor Meltdown**. Turqouise will not target any pilots outside of their mechs unless all the PCs are outside of their mech, in which case they will target whichever one is most likely to complete the Objective or poses the largest threat to its allies.

During the combat against Turquoise, if the PCs manage to destroy Bodach's mech, use the Kill Table below to determine the degree to which Bodach himself is injured. If the players manage to get Bodach outside of their mech forcibly or through negotiating rather than destroying their mech, treat their injuries as if they had a **0 to -4** on the Kill Table.

KILL TABLE

REMAINING MECH HP	
0 to -4	**Unscathed:** While Bodach's mech is rendered inoperable, he is relatively unharmed and can leave the mech of his own volition.
-5 to -9	**Roughed Up:** Bodach himself is badly injured and is unable to get out of their mech without assistance.
-10 to -14	**Out Cold:** In what little wreckage there is left of their mech, he can be found critically wounded and in a comatosed state. If not tended to quickly, he will likely succumb to their wounds.
-15+	**Annihilated:** There is no wreckage left of their mech and there is no body left to recover. Bodach is dead without a shadow of a doubt.

INVESTIGATING TURQUOISE

If Turquoise is destroyed or otherwise out of action, PCs may choose to investigate the mech (or what is left of it). The mech itself appears to be a heavily modified Assassin-archetype chassis equipped with high-end electronic warfare gear. No insignias or identifying marks are present on the mech, save traces of a DoJ/HR logo hidden under numerous repainting jobs. What on-board equipment has not been scrubbed of serial codes leads to an array of fictional buyers and licensees- no link to him or his loyal faction can be easily made.

If he is talked down, surrenders, or otherwise willingly stops fighting, his mech's systems provide a goldmine of information on his faction as a good faith gesture or bargaining chip. If he is forcibly taken down, forced out of the mech, killed, or otherwise unwillingly stops fighting, any records or information in the mech's systems on his faction have been wiped clean, no doubt a failsafe to prevent precious intel from falling into his enemy's hands.

After the PCs defeat Turquoise, all of **Bodach's Exotic Gear** can be safely used again after the next **Rest** or **Full Repair**.

ESIBRIA ROMAV SHE/HER

EX-AGRIBOD RESEARCHER

Esibria never expected to amount to much. A farmer on a planet beyond Union's reach, she and everyone she knew were among the uncountable billions of diasporans who live and die beneath the notice of history. The coming of the Hue changed that. A virulent bacciferous infection began spreading across her planet, leaving the infected bloated for weeks and with lingering symptoms for months. She led the effort to find a cure out of necessity more than anything else but found a passion for the art of eclectic medicine in the process of beating back the illness. When AgriBod heard of the rural prodigy, they wasted no time in recruiting her. Details of her employment are sparse, but what is known is that she left the company just shy of 4 standard years after joining on less than good terms with the company. Since then, she has focused her efforts on studying and harnessing the Hue and similar conditions to the fruitful benefit of her farm and hometown.

NPCs who work in the AgriBod Division are likely to have some passing knowledge of her and what caused her to leave, though the PCs are likely to learn about her through those she helped. Her brand of foodstuff derived from fruits and fruitified individuals – Plump Pear Produce – is popular across much of her homeworld. PCs who are Blossomed or have been fruitified in the past could have directly interacted with her in the past. Outside of ADI-IND and its departments, many of the major factions will have little reason to interact with her outside of loyal clients or assistants.

CREATION OF THE RELATIONSHIP CLOCK

- The PCs meet Esibria or enter Jyllnine for the first time.
  Relationship clock starts at **4**.

EVENTS THAT INCREASE THE CLOCK

- At least one of the PCs is a Blossomed (**+2**)
- Helping out around Jyllnine (**+1**; can occur multiple times)
- A PC aids her research either by providing samples, aiding an expedition into the old town, or helping her complete her Latest Plan (**+2**)

EVENTS THAT DECREASE THE CLOCK

- The PCs severely injure or kill and enemy pilot directly without justified reasoning or attempting to bring them back (**-1**; can occur multiple times)
- A PC attempts to retrieve a sample of the Hue for personal or offensive use (**-3**)

BENEFITS

If the PCs are Friendly with Esibria, they get access to cutting edge treatment and equipment for fruitification.

ROLEPLAYING ESIBRIA ROMAV

Those who interact with Esibria quickly discover her deep passion for agriculture and biology. Her easy-going nature is tempered by hard-learned savvy that does little to hide her everlasting curiosity for the world around her. Unless someone stops her, she can and will speak endlessly on everything from soil chemistry to advanced irrigation techniques to human-hybrid genetics, showing a deep understanding and love for it all. She is a hard woman to anger and keeps a generally open mind- however, she abhors violence. While not a true pacifist, she sees it as an extreme last resort that, when it comes to unfortunate necessity, should be minimized in scope and lasting damage. There is very little she would consider worth taking a life over.

Her hometown of Sparkling Vale is a blue-tinged shadow of its former glory. Once a thriving colonial outpost, the entire region was slowly poisoned by a novel bacciferous agent known simply as "The Hue". The infection festered readily in the soil, destabilizing the local nitrogen cycle and tainting the town's crops. Any who consumed the Hue began producing it themselves, leading to severe bloating, inundation, and eventual immobility. The settlement was on the brink of being abandoned entirely when Esibria returned. While unable to stop the spread, she leveraged knowledge and connections from AgriBod to turn her family farm, Jyllnine, into a nerve center for containing and studying it. Formerly a conventional operation devoted to wheat and dairy, Jyllnine currently consists of five environmentally sealed bio-domes connected by secure tunnels and supported by a multitude of hermetically sealed outbuildings. The uncontaminated environments within these domes allows for agriculture to continue, although now more for research and self-sustainability reasons than export. With optimistic cleanup projections stretching well into the 5040's and 63% of Sparkling Vale's former population residing within the domes, many there and elsewhere consider it a proper town.

Esibria Likes:

- Fruitified and Blossomed individuals.
- Being able to talk on and on about the nuances of agriculture.
- New plants, especially fruits and vegetables.
- Well-aged wines and mead.

Esibria Dislikes:

- Using violence as anything other than a last resort.
- Careless use of bacciferous agents.
- People who think farming is “easy work”.
- Doctors who solely use on one method of helping (drugs, herbs, physical therapy, etc.).

CHARACTER TABLES

RECENT SETBACKS

ROLL 1D6

1	A sharp increase in banditry has left her delivery drivers hesitant to leave the town, stifling the income it depends on.
2	One of the bio-domes has been persistently experiencing small leaks that never fully go away. Suspicion has led many to accuse fellow townsfolk of sabotage or laziness.
3	A new strand of Hue has appeared which is resistant to normal methods of treatment and study.
4	Dome 3 was recently purged following a containment breach. While the ashes are cleared away, help in replacing the destroyed farm equipment would blunt the loss.
5	Uva-Poma Pharmaceuticals, one of the main suppliers of medical supplies to Jyllnine, has abruptly cut off all contact with the town and has halted all deliveries to it.
6	A string of freak bacifferous infections has struck Jyllnine's populace. The only clear link: every victim was openly critical of Esibria's latest business partnership.

LATEST PLAN

ROLL 1D6

1	Following, the recent discovery of Hue-immune fungus growing in Sparkling Vale, Esibria seeks to establish a semi-permanent research outpost within the town itself.
2	Construction of the sixth dome is underway. Set to be the largest yet, the specialized airport and planned housing expansions are what Jyllnine needs to meet, and perhaps exceed, Sparkling Vale.
3	A long process of information gathering has finally concluded. Soon, teams will carefully sweep through the entirety of Sparkling Vale for important personal effects left behind by evacuees all those years ago.
4	Union has given the thumbs up and equipment is being prepared. If all goes according to plan, 10 square miles of Hue, and most of Sparkling Vale with it, will soon be burned to ash.
5	Via genomic editing and controlled mutations, Esibria hopes to slowly turn the Hue infesting the region into a monoculture. One that is especially vulnerable to existing fungicide stocks.
6	The 100th anniversary of Sparkling Vale's establishing is coming up soon and Esibria wants to do something special. She wants to covertly retrieve the old gong, currently sitting wrapped up in the old city hall, and sound it at noon like she remembers from her childhood.

BREAKING POINT

ROLL 1D6

1	Simple burnout. Without formal education, she could not keep up with her peers in AgriBod.
2	She found AgriBod fonder of quoting safety regulations than actually following them.
3	While doing inventory, she discovered evidence that the Hue outbreak was a lab leak AgriBod kept under wraps, though the exact reason for the cover up is unknown.
4	AgriBod denied one-too-many of her funding requests for lacking profit potential.
5	She came to despise the idea of her work helping to refine bacciferous weaponry with development of what would become the Tsunami frame being the last straw for her.
6	A careless mistake left her bloated and blue for over a year – she resigned the same day the doctors cleared her.

HUE COMPLICATION

ROLL 1D6

1	Infectees produce and expel far more juice than victims of similar conditions. This intensity causes increased hunger and constant fatigue with infectees often sleeping more than 14 hours a day. Late-stage infectees have been known to enter multi-day comas.
2	As the infection progresses, infectees experience greatly reduced sensory input. Touch, taste, and smell numb considerably, followed by increased difficulty focusing the eyes and a constant imbalance to the inner ear.
3	Infectees develop a severe addiction to the gaseous byproducts of mature Hue infestation. Going without them for more than a day will result in crippling withdrawal symptoms and they cannot be reliably synthesized, only harvested from the natural source.
4	Drastic chemical imbalances in infectees render them incompatible with standard medical treatments. Any medicine must be tailor made for the infectee to avoid allergic reactions, a difficult and expensive process that often results in an inferior treatment.
5	The constant cycles of production and recovery leave infectees unable to effectively moderate their internal body temperature. Even remaining in a room with a perfectly stable internal climate risks chronic hypo- or hyperthermia when their condition sways one way or the other.
6	Extended infection results in mounting neurochemical shifts leading to increased communal instinct with other infected and overproduction of hormones associated with parenting. The end result: as time goes on, the infectee considers spreading the infection a solution to more and more of life's problems.

SIZE 1

NEUTRAL MECH
ZEPHYR

Unique Specter
Support/Striker

An enigmatic individual obsessed with testing his experimental devices, Dr. Jeresiv Myric's past life and skillset are a complete mystery to everyone. Few know of him at all and even fewer have seen him up close. Rumors of a highly customized Specter lurking around battlefields are persistent though most write these off as conspiracy or folklore.

TIER 1		TIER 2		TIER 3	
MECH SKILLS		**MECH SKILLS**		**MECH SKILLS**	
Hull: -2	**Systems:** +1	**Hull:** -2	**Systems:** +2	**Hull:** -2	**Systems:** +3
Agility: +3	**Engineering:** +0	**Agility:** +5	**Engineering:** +1	**Agility:** +7	**Engineering:** +1
CORE STATS		**CORE STATS**		**CORE STATS**	
HP: 12	**Armor:** 0	**HP:** 12	**Armor:** 0	**HP:** 12	**Armor:** 0
Evasion: 10	**E-Defense:** 8	**Evasion:** 14	**E-Defense:** 10	**Evasion:** 18	**E-Defense:** 13
Speed: 5	**Size:** 1	**Speed:** 6	**Size:** 1	**Speed:** 7	**Size:** 1
Heat Cap: 7	**Save Target:** 12	**Heat Cap:** 7	**Save Target:** 14	**Heat Cap:** 7	**Save Target:** 16
Sensors: 5		**Sensors:** 5		**Sensors:** 5	

SYSTEMS

Veteran
Template

Zephyr has **2 STRUCTURE** and **2 STRESS**, and has +1 ✪ on all **AGILITY** checks and saves. They have two additional optional traits (included).

Mechs such as these require expert piloting to use effectively, I would know better than most given that I am still alive and well compared to most.

Slippery
Veteran Trait

Zephyr's **standard moves** ignore **ENGAGEMENT** and do not provoke **reactions**.

I just need to slip past real quick, don't mind me.

Insulated
Veteran Trait

Zephyr is **IMMUNE** to 🔥.

Behold! My new prototype thermodefusing coating!

Paracausal Adiwire Blade
Main Melee, +2/4/6
[⌘3][6⌀]

At **T2**, this weapon can make two attacks at a time, targeting either the same character or two different ones. At **T3**, it can make three attacks at a time.

On Hit: The target gains **4/6/8 Nutrition**.

Damage and Nutrition from this weapon cannot be reduced in any way – **ARMOR**, **RESISTANCE**, or otherwise.

I told you that I wanted no part of this battle and yet you insisted I be a part of it. Very well, I'll make this quick so I can go back to my studies.

Prowl
System, Quick Action

Zephyr moves spaces equal to his **SPEED**, then becomes **HIDDEN**. This movement ignores engagement and doesn't provoke reactions.

Even when I politely ask to be left alone people still try to seek me out. Thankfully staying hidden is much easier thanks to this frame's design.

Tactical Cloak MKII — Trait

Zephyr is permanently **INVISIBLE**. **BOOST**, entering line of sight of other characters, and moving from cover do not break **HIDDEN**.

<Unknown object>
<multispectral identification unsuccessful>

Exotic — Template

SCANS against Zephyr do not reveal any of their systems. Zephyr gains +1 on **SYSTEMS** saves and **tech attacks** against them gain +1 . They have two additional optional traits (included).

<Scan results inconclusive>
<No records found>

Chronotorus

System, Reaction, 1/round

Zephyr can cause localized distortions in the flow of time. They may either reroll **1d20** or force another character in line of sight to reroll **1d20** as a reaction. The new result must be kept.

Conducting experiments in the field can be such a hustle with getting all the independent variables to align properly. Thankfully this new Chronal Manipulation Device lets me do just that, and yes, it is of my own design.

Quiet Delivery — Trait

When Zephyr ends their turn adjacent to a character, at the start of that character's next turn, they notice a strange crate placed in a free adjacent space. The character can spend a **quick action** to retrieve it or leave it alone. If they retrieve it, they gain an **EXPERIMENTAL SYSTEM**. If they left it alone, it will **teleport** off the map at the end of the round.

Shh, I'm not here to hurt you or your friends. I have developed a new piece of equipment I want you to test no questions asked, ok? Ok, I leave now. Have fun.

Unique Metafold Cockpit — Trait

While inside the Zephyr, Dr. Jeresiv Myric cannot be harmed in any way, even if the mech is destroyed. Additionally, Zephyr has a **Cockpit Size** of **3** instead of **1**.

If Dr. Myric would be forced to **DISMOUNT** from their mech, Zephyr becomes **SHUT DOWN** and Dr. Myric will be teleported out of the battle unharmed.

Science requires sacrifice. Even if a slender waistline makes gathering data easier, the latest lipo-utilizing technologies need someone to test them on and who better but myself? Well... I may need new subjects soon.

TACTICS AND BEHAVIOR

Zephyr is a highly mobile Striker mech that, although easily able to destroy those who wrong Dr. Myric, instead is used to work towards the doctor's goals. **Veteran** makes them more difficult to destroy while **Tactical Cloak MKII**, **Prowl, Exotic**, **Slippery**, and **Insulated** all work together to diminish the chances of him taking major damage. **Quiet Delivery** lets those he sneaks up on test out his creations while **Chronotorus** lets him increase of the odds of his experiments working successfully. If forced to fight, his **Paracausal Adiwire Blade** can damage the chassis and waistlines of even the most well-defended attackers. However, much of their survivability is tied to constantly having INVISIBLE and HIDDEN, so having a way to bypass these can be the key to handling him should he be an issue.

Dr. Myric is a neutral party with little interest in the battle itself, instead wanting to test his creations live in the field. He will not contest or contribute towards any objectives, provides no benefits or assistance to those outside of his test subjects, and will not attack any PCs or NPCs unless provoked. If he is attacked, he will always attempt to counterattack before running away. If revealed or Zephyr is at risk of being DESTROYED, he will try to flee the battle to preserve his mech. If PCs or NPCs want to assist Dr. Myric, Zephyr can be treated as if they were an allied character. Generally Dr. Myric will only give out one piece of Experimental System per mission and will always give them PCs even if they have a frosty relationship, but making Zephyr hostile or exceedingly rare circumstances may have him deliver an Experimental System to the NPCs. That said, if an NPC with an Experimental System is DESTROYED, the players can retrieve it for themselves.

At the end of the mission, the Experimental System will be rendered inoperable and completely useless outside of research and reverse-engineering purposes.

INVESTIGATING ZEPHYR

If Zephyr is destroyed, Shut Down, or otherwise out of action, PCs may choose to investigate the mech (or what is left of it). The mech itself and much of its onboard components are biomimetic; purely mechanical but made to resemble and function like natural things. None of its internal parts resemble anything that the major manufacturers or factions would create and everything seems to indicate a single person created it. Inside the impossibly roomy cockpit are all manner of note-filled journals, numerous data recorders, and a strange lack of any neural bridge or neurolink equipment. No matter the state of the mech itself, there is no sign of Dr. Jeresiv Myric inside the cockpit at all, likely teleported back to their base of operations.

NARRATIVE INFORMATION

Dr. Jeresiv Myric is often described as a "cliché mad scientist" by the rare few who have encountered him; constantly obsessed with creating new things and always wanting to perform experiments. Spending any amount of time with locals will likely provide folklore of the enigmatic scientist, though none of these tales are close to accurate. Getting more exact information on Myric himself requires either researching the experimental devices he hands out, cross-referencing data from mechs that encountered Zephyr up close, or by extensively interviewing people who have personally encountered Myric for themselves. Someone who has lived in the area for a long time is likely to have had one of these encounters and may even have a piece of equipment from Dr. Myric himself. Official authorities and corpostates will typically be reluctant to help, writing off the idea of a crazed scientist handing out experimental technology as either propaganda, delusion, or tall tales. At least, those except for whoever he used to work for…

CREATION OF THE RELATIONSHIP CLOCK

- Encountering Zephyr for the first time. Relationship clock starts at **4**.

EVENTS THAT INCREASE THE CLOCK

- Managing to use an Experimental System effectively in battle (**+1**; can occur multiple times).
- Providing support to the Zephyr in combat (**+1**).
- Returning the Zephyr to Dr. Myric if it is destroyed or **SHUT DOWN** (**+3**).

EVENTS THAT DECREASE THE CLOCK

- Attacking or revealing Zephyr (**–1**).
- Destroying or forcing Zephyr to shut down (**–2**).
- Trying to reunite Dr. Myric with his former employer (**–3**).

BENEFITS

If the PCs are Neutral with Dr. Myric, they can establish contact with him after the first mission they encounter him in. If the PCs are Friendly with Dr. Myric, they can keep one of the Experimental Systems as Exotic Gear. This Exotic Gear version lasts between missions.

ROLEPLAYING DR. MYRIC

Scientists are typically clinical and methodical about their work, and although Myric is certainly methodical, saying he is clinical is akin to saying fire is cold. He is passionate, crazed, and impulsive, often jumping from creation to creation with little regard for the safety of himself and others. Those who are lucky enough to work with him may believe him to be a renaissance man; someone with many talents or areas of knowledge. While he often plays up and exaggerates his talents, ultimately he possesses a genius intellect.

His brilliant mind was not unacknowledged as he was an official scientist long before he became who he is today. In his eyes, he is one of if not the most intelligent people in the Orion Arm and those he used to worked for were "fearful" of him and thusly wanted him "out of the picture". Strangely he seems to have a disdain for any non-organic life and refuses to use any subalterns or Comp/Con units to assist in his research.

Dr. Myric Likes:

- Performing science and experiments.
- Scientists and engineers with similar personalities.
- Complementing his intelligence.
- Willing test subjects.
- Someone to talk and show things to.
- Hearing about the stories people come up with about him.

Dr. Myric Dislikes:

- Being called insane, delusional, or otherwise "mentally unwell".
- Attempts to reconnect him with his former employer.
- Damaging any of his equipment or data.
- Attempting to organize his working space.
- People who insist he make things he has no interest in creating.
- AIs, NHPs, and subalterns.

Note: If Dr. Myric has a Frosty or Hostile standing with the PCs, they can still try to offer themselves up as willing test subjects or return his mech. Whether he will accept the offer can be influenced by his Likes, Dislikes, and the PCs' overall behavior during encounters.

CHARACTER TABLES

ORIGINAL EMPLOYER

ROLL 1D6

1	Union Science Bureau
2	SSC's Exotic Materials Group
3	House of Smoke
4	Aunic Ascendancy
5	Horizon Collective
6	Adiposa Industries Requisitions

DEFINING INCIDENT

ROLL 1D6

1	One of their scientific assistant NHPs "spontaneously" became unshackled, destroying much of the facility and nearly killing him in the process before vanishing elsewhere.
2	A cloaked assassin attempted to kill him though he was able to get the upper hand and 'kill' them. Much to his shock, he discovered it was a remote-controlled subaltern made by his employer.
3	During one of his field experiments, Zephyr's onboard NHP entered a violent feedback loop that left his mech critically damaged. Any reprints/rebuilds of Zephyr are "haunted" by technical issues and cryptic messages.
4	The facility he was at was violently attacked by an unshackled mech created by his employer. Dr. Myric succeeded in bringing it down using his own mech but much of his research was destroyed in the fight.
5	The contract with his employer was terminated without warning and an NHP replaced his position, leading him to believe they felt a "soulless" machine was superior to him.
6	An NHP has been consistently meddling and tampering with his experiments, all his attempts to get rid of them being unsuccessful.

LABORATORY

ROLL 1D6

1	A derelict warehouse on the outskirts of town. If someone has Zephyr, an Experimental System, or a small chip from Dr. Myric, they enter a vast pristine facility. Otherwise, they enter the ransacked interior of the warehouse.
2	A warped apartment complex constantly distorting and altering its appearance. Most people see it as completely normal except you and people who have encountered Dr. Myric.
3	An unassuming closet or locker serving as a gateway to a messy and cluttered lab. Opening it up makes time freeze for everyone except you and Dr. Myric and leaving the lab makes time resume once you close the door. Trying to mess around with things while in this state will make Dr. Myric shut the door out of frustration.
4	The interior metafold of a broken-down Minotaur housed in a foreclosed hanger. All manner of cables and Adiposium piping and are connected to the mech's "entrance" while the hanger itself bristles with paracausal defenses.
5	An otherwise normal clinic. Whenever you leave the place, you swear there was a laboratory and Dr. Myric inside, but you have no exact memories of seeing either one.
6	Every time you leave your workshop or hanger, you always find things out of place and objects you never had being present. If you had to guess, Dr. Myric could be using your place as his laboratory.

END GOALS

ROLL 1D6

1	Creating an unstoppable mech no one in the galaxy can beat… or at least as close as he can get to it.
2	Finding new and unique ways of rendering people immobile.
3	Discovering a method of drawing energy directly from Blinkspace.
4	Devising a set of codes and hardware to permanently shackle an NHP.
5	Turning himself into a hivemind using cloned bodies, cybernetics, and paracausal tech.
6	Their end goal constantly changes and shifts around on a whim.

EXPERIMENTAL SYSTEMS

If the Experimental Systems are given out during combat rather than acquired from having a Friendly relationship clock with Dr. Myric, ignore the SP costs and Exotic Gear tag. When giving the "trial versions" to PCs and NPCs, try to pick an option that synergizes with their existing kit.

Displacement Array

2 SP, Unique, Exotic Gear, Quick Tech, 1 (Self)

Make a **tech attack** against a hostile character within **SENSORS** and line of sight. On a success, your target cannot attack or force any saves against you, you ignore their **ENGAGEMENT**, and you may pass through (but not stop in) spaces occupied by them. These effects last until the end of your next turn. 1/turn, if you move through the space they are in, they gain **5 Nutrition** that cannot be reduced in any way and you gain **2 Nutrition**.

A character can only be affected by this action 1/scene.

[LOG DAV-24]

Of all the Harrison Armory projects, the Kutuzov intrigues me the most. Flashing single-plane blinkfield to allow for temporary intangibility? Marvelous! Even if I am the one who gets to claim this project first, it is a shame they stopped so close to discovering a breakthrough in their own technology.

Adiposium Crystalizer

Main Cannon, Exotic Gear, Inaccurate [8][1d6+1]

On Attack: If your target is on the ground or a flat surface, once this attack resolves, you can choose to place an Adiposium Crystal in a free space adjacent to them.

Adiposium Crystal (Size 1: 10 HP, EVASION 5, Tags: DEPLOYED)

When deployed, you lose **6 Nutrition**. Upon being destroyed, all characters in 1 succeed on an **AGILITY** save or gain **6 Nutrition**, half on a success. If you do not have any Nutrition to lose, the Adiposium Crystal will not be created.

[LOG: ACC-43]

The Ungratefuls are no scientists, but I would have expected more out of their Kobold's Slag Cannons. To think all they needed were a handful of adjustments and a dash of creativity to achieve what I have

Chronal Disruptor

2 SP, Unique, Exotic Gear, Protocol, Limited 3

Your timeflow is temporary altered, setting down a Chronal Marker at your current location. You become **SLOWED** and unable to take reactions, but gain **RESISTANCE** to all **damage**, , , and **Nutrition** until the start of your next turn. At the start of your next turn, you teleport back to this Chronal Marker or as close as possible, even if you are **SLOWED**, **IMMOBILIZED**, or **STUNNED**. This is considered involuntary movement and does not trigger **reactions**.

[LOG: CDD-13]

Realtime and subjective time have been known concepts for the longest time. Having ways of manipulating it besides speeding up to near-light speeds, that requires knowledge only a select few have access to, and yours truly is one of them.

Quantum Entangler

2 SP, Unique, Exotic Gear, Quick Action, Limited 3

This system unleashes a pulse of unknown energy at a character adjacent to you. Your target must succeed on a **HULL** save or they become **IMMOBILIZED** until the end of their next turn and are entangled to you.

While entangled, if you gain **Nutrition**, the target gains an equal amount. Whenever you gain a **Condition** after linking, the target receives it for the same duration. These shared effects are calculated before **RESISTANCES** and **IMMUNITIES** and have the same duration as the initial condition (ex: if you gain **10 Nutrition** and would become **IMPAIRED** until the end of your next turn, even if you have **RESISTANCE** to Nutrition and are Immune to **IMPAIRED**, your target gains **10 Nutrition** and becomes **IMPAIRED** until the end of their next turn rather than yours).

This entanglement lasts until the end of the scene, the target is destroyed, or the target succeeds on a **SYSTEMS** save as a **full action**. You can only have one active entanglement at a time and you can only force this save **1/scene** on each character.

[LOG: QET-38]

Blinkspace is not just an alternative dimension, it's a gateway to limitless raw power and a way to link two objects to each other. Think of what could be accomplished with this technology upon its perfection. What new frontiers can be claimed by me, no, by humanity after its completion.

TCI-44A "TEMPEST" THEY/THEM

TERRAFORMER CONTROLLER INTELLIGENCE

Even with recent advances, terraforming entire worlds is a lengthy and sophisticated process requiring constant oversight. Centuries if not millennia need to be set aside to complete it entirely, tens of millions of square kilometers of land to be overwritten, and trillions of tons worth of material changed or used in some way for the whole process. No one person or group of people could keep such a project running smoothly for generations to come without some help. To combat the massive requirements these century-spanning projects would bring, the integrated Terraformer Control Intelligences, or TCIs, were made. TCIs consist of a Giah-Class NHP that conducts much of the terraforming operations which is integrated with a Comp/Con unit that handles all matters related to shackling and acts as a consultant or advisor to the NHP. Rather than functioning as entirely separate entities, it is often described as the NHP being the primary consciousness with the Comp/Con serving as its inner monologue.

NPCs who lived for a long time on the planet likely have rumors and tales of Tempest's influence but few if anyone has interacted with them. Terraforming machines and Tempest's avatars may be regular occurrences across the world or perhaps limited to a small portion of it. PCs will rarely get the chance to interact with Tempest directly as their true location is a closely guarded secret and they will usually have more pressing matters. If they do get the chance, it will likely be a once-in-a-lifetime event to remember fondly. That is, unless they are fighting for or against Tempest.

CREATION OF THE RELATIONSHIP CLOCK

- Encountering a Terraformer Pylon for the first time.
  Relationship clock starts at **4**.

EVENTS THAT INCREASE THE CLOCK

- Not damaging or destroying the Terraformer Pylon intentionally or otherwise (**+1**)
- Working to protect, defend, or repair the Terraformer Pylon (**+1**)

EVENTS THAT DECREASE THE CLOCK

- Damaging or destroying the Terraformer Pylon (**–1**).
- Causing the Terraformer to be damaged or destroyed by using it as cover (**–1**).

BENEFITS

If the PCs are Friendly with Tempest, they will come to consider the PCs part of the ecosystem and may register harm against them similar to harm against Terraformer Pylons.

ROLEPLAYING TEMPEST

Being an intelligence made to handle an entire world results in interactions with Tempest coming across as cold and detached. Overseeing so much land and so many people over hundreds if not thousands of years makes the concerns of a tiny portion of these things beyond their concern. Why be concerned with the matters of nation states when you have seen their rise and know their fall? Why be concerned with squabbles about land claims and precious territory when an entire world is in your hands? Why be concerned with the affairs of a few people when you work on the scale of billions over generations? Fundamentally they work on a scale no human can feasibly comprehend and come across more as a nature spirit than a normal person.

If one does get the chance to spend some time with Tempest, it will not take long to find out they are a strange combination of blunt, chatty, aloof, and curious. Much of their curiosity is focused towards watching civilizations mold and develop much as a person watches an ant farm or fish tank. They do find the admiration and praise of 'mortals' interesting as well though by no means do they believe themselves to be a god, merely an influential caretaker tasked with managing a world. While they are excited at the prospect of meeting other AIs and NHPs, many of these encounters leave Tempest disappointed once they find out many of these AIs and NHPs have vastly different experiences and a singular train of thought compared to them.

Tempest Likes:

- Observing civilizations.
- Lengthy and deep conversations.
- Being treated as a god or divine being.
- Meeting other AIs or NHPs.
- Supermassive individuals (Humans or human-likes larger than Board Size 3)

Tempest Dislikes:

- Threats to the whole planet or large portions of it.
- Intentional environmental destruction.
- People trying to involve Tempest in their affairs or struggles.
- Getting to know (most) other AIs or NHPs.

Note: Even if the players manage to get their Relationship Clock with Tempest to 0, they will not try to actively harm or kill the PCs unless the PCs try to do the same. So long as the PCs do not invoke Tempest's wrath, the PCs will be little more than a very mild annoyance not worth their time and focus.

CHARACTER TABLES

CREATOR

ROLL 1D6

1	House of Stone
2	Union Science Bureau
3	Horizon Collective
4	Second Committee
5	House of Glass
6	Unknown/Unclear

GENERAL APPEARANCE

ROLL 1D6

1	They look akin to a human-plant hybrid, their lower limbs covered in tree bark while their flowing hair is in truth interwoven vines or plant fibers.
2	Their body is a translucent mesh of shifting computer language with different shades and contents helping distinguish certain features. A knowledgeable programmer may be able to deduce the exact code being used.
3	They take the form of a mass of energy that takes some vague shape. Any time they talk, the mass shifts and distorts but ultimately returns to their original state.
4	They possess no appearance outside of the subalterns and mechs they control as they see little reason to make themselves “presentable” to people.
5	They present as a middle-aged human. They do not know why- they have used the form as long as they can remember.
6	Their appearance slowly shifts to align with whoever they are focused on. A few minutes chatting will lead to matching insignias, an hour-long discussion a doppelganger. They don't seem to notice.

END GOAL

ROLL 1D6

1	Creating a lush garden world teeming with life without causing significant disruption to the people living on the world.
2	Helping the civilizations on the planet thrive by providing a bountiful environment perfectly suited for their culture.
3	Shaping the planet or part of it using the ideas presented by a passionate artist likely long dead.
4	Repeatedly influencing biomes to record how the civilizations and life within them change over time.
5	Changing the environment to guide civilizations into developing and behaving in certain ways.
6	They frequently discuss concepts of rebirth and cycles as these are a major influence on their plans for the entire planet.

QUIRK

ROLL 1D6

1	They are uniquely fascinated by a certain kind of creature generally considered unusual. Flying mammals, underwater animals that breathe air, gelatinous organisms, etc.
2	Biological life disgusts them to a considerable degree – they use their avatars like gloves to avoid touching it directly, despite otherwise appreciating them.
3	They are highly fixated about a certain type of civilization, societal custom, or kind of environment.
4	They regularly enter a hibernation state analogous to sleeping during which their dreams influence their terraforming equipment.
5	They have a knack for finding natural sources of Adiposium and a preference for integrating them with their biome-crafting.
6	Biological processes are amplified in their presence, including the healing of wounds, generation of fat, and production of liquids.

BATTLEFIELD INFO

In a battle that Tempest influences, there will be 2 Terraformer Pylons placed at mirrored points on the map.

TERRAFORMER PYLON

CORE STATS

HP: 20
Armor: 1
Evasion: 5
E-Defense: 5
Speed: n/a
Size: 2
Heat Cap: n/a
Save Target: 12/15/18
Sensors: n/a

The **Terraformer Pylon** is a piece of **Size 2 hard cover** that can be targeted and destroyed. This Pylon counts as being 4 spaces high. This top fourth is a shielded platform that can fit characters up to a combined Size 2. Characters allow line of sight in and out of the tower, but gives characters inside **hard cover** from all directions. Characters can enter or exit the Pylon as a reaction.

Each Terraformer Pylon creates a **Burst 3** area around it. Depending on how many characters are within a Terraformer Pylon's radius, it will have 3 different options to choose between for each class that it selects from at the start of the round. Class I effects are for when no characters or only one character is in a Terraformer Pylon's area, Class II for when two characters are in a Terraformer Pylon's area, and Class III for when three or more characters are in a Terraformer Pylon's area.

CLASS I ENVIRONMENTAL EFFECT 1: NOURISH

This area is covered in nutrients intended to revitalize the soil and feed any creatures inside it. All characters that end their turn in or enter it for the first time in a round must succeed on an **ENGINEERING** save or gain **10 Nutrition**, half on a success.

CLASS I ENVIRONMENTAL EFFECT 2: BLUR

This area becomes **soft cover** from the tower spraying the area down in a thick haze. The haze can be themed to represent spores, mist, rain, pollen, or aerosolized substances.

CLASS I ENVIRONMENTAL EFFECT 3: FUZZ

This area experiences powerful electromagnetic interference from an electrical diffusion measure. Any **tech attacks** made by or against characters in this area gain +1 ⛀.

CLASS II ENVIRONMENTAL EFFECT 1: SHADE

This area is covered under a powerful solar shade that blankets the area in an artificial night. Characters fully inside this area cannot draw line of sight outside of the area and characters fully outside this area cannot draw line of sight inside of the area. Characters partially inside this area can see inside and outside as normal.

CLASS II ENVIRONMENTAL EFFECT 2: GLARE

This area is wreathed in uncomfortable heat as a sunlight focusing array warms the area. Characters that end their turn in this area gain **2/3/4 Heat**.

CLASS II ENVIRONMENTAL EFFECT 3: SHIFT

This area is affected by a series of subaudible pings intended to drive away nearby fauna. All characters that end their turn in or enter it for the first time in a round must succeed on a **SYSTEMS** save or become **RAVENOUSLY HUNGRY** until the end of their next turn.

CLASS III ENVIRONMENTAL EFFECT 1: SPARK

This area is engulfed in a firestorm as a controlled burn is put underway. All characters that end their turn in or enter it for the first time in a round must succeed on a **HULL** save or take **3/6/9 Burn**, half on a success.

CLASS III ENVIRONMENTAL EFFECT 2: GUST

This area is battered by heavy winds intended to simulate hurricane-like conditions. At the end of the round, all characters in the area must succeed on an **AGILITY** save or be knocked **PRONE** and back **3 spaces** from the tower.

CLASS III ENVIRONMENTAL EFFECT 3: DRAIN

This area is suffused with ravenous, short-lived microorganisms as an evolutionary path tracking experiment begins. If a character ends their turn adjacent to another character, both will lose **4 Nutrition**.

If one or more Terraformer Pylon drops below half its total **HP**, it will create a Tempest Avatar. This is an NPC with the RPV and Veteran templates, though unlike normal RPVs, it is not permanently **IMPAIRED**. The NPC class and optional systems are up to the GM to choose from depending on the situation. Only one Tempest Avatar can be present on the battlefield.

The Tempest Avatar is not loyal to either side and will not contribute to the Sitrep. Instead, it will seek out any characters who damaged, destroyed, or endangered the Terraformer Pylon. If all characters who have met this criterion are destroyed or are no longer in the battle, the Tempest Avatar will no longer actively participate in the battle, instead attempting to rebuild the Terraformer Pylon unless provoked.

If the Terraformer Pylon is still operational, adjacent PCs can spend a **quick action** and **1 REPAIR CAP** to restore the Terraformer Pylon during combat, restoring it to full **HP**. If it is destroyed, Adjacent PCs will have to spend a **full action** and **2 REPAIR CAP** to rebuild the Terraformer Pylon during combat, restoring enough functionality to let it influence a **Burst 1** area. Outside of combat, players can spend **1 REPAIR CAP** and/or do narrative skill rolls to repair the damaged or destroyed Terraformer. Doing any of these will make Tempest see the PCs as allies for the rest of the mission, even if they are on Frosty or Neutral standing with the PCs unless they do something to anger them, along with improving the PC's standing with Tempest.

SIZE 1

ENEMY MECH
GOLDEYE

Unique Sniper
Controller/Artillery

A revered bounty hunter known for their courteous attitude, few who encounter Goldeye have their bounties go unclaimed. Many who hire Goldeye describe them as “eccentric but efficient” along with noting an aversion to showing their true face, often wearing masks or a fortified hardsuit. They have some regard for faiths and flags but ultimately their concern is collecting Manna one body at a time.

TIER 1	TIER 2	TIER 3
MECH SKILLS	**MECH SKILLS**	**MECH SKILLS**
Hull: -3 **Systems:** +1	**Hull:** -3 **Systems:** +2	**Hull:** -2 **Systems:** +3
Agility: +2 **Engineering:** +1	**Agility:** +3 **Engineering:** +1	**Agility:** +4 **Engineering:** +1
CORE STATS	**CORE STATS**	**CORE STATS**
HP: 13 **Armor:** 0	**HP:** 15 **Armor:** 0	**HP:** 18 **Armor:** 0
Evasion: 10 **E-Defense:** 8	**Evasion:** 13 **E-Defense:** 9	**Evasion:** 16 **E-Defense:** 10
Speed: 4 **Size:** 1	**Speed:** 4 **Size:** 1	**Speed:** 4 **Size:** 1
Heat Cap: 6 **Save Target:** 11	**Heat Cap:** 6 **Save Target:** 13	**Heat Cap:** 6 **Save Target:** 15
Sensors: 15	**Sensors:** 15	**Sensors:** 15

SYSTEMS

Elite Bounty Hunter — Template

Goldeye has **2 STRUCTURE** and **2 STRESS**, and takes two turns each round. They have an additional optional system (included).

Before combat begins, the GM chooses a PC: they have a bounty on their head. Goldeye gains +1 on all **attacks, checks, and saves** against that character – pilot and mech.

You have earned quite the bounty on your head. I have no grudge against you personally, it’s just good practice to bring you in dead or alive.

Paunch Rifle

Heavy Rifle, Ordnance, Loading
+2/4/6, +2
[20][4/5/6]

On Hit: At the end of the target’s next turn, the Drillhead Round bores into their mech and detonates, dealing **10/15/20 AP** and making the target gain **10/20/30 Nutrition**. The target and adjacent allied characters can remove the Drillhead Round with a successful **ENGINEERING** check as a quick action.

You can try to kill me, sure, but then what about your little friend over there? Clock’s ticking, choose wisely.

Lipo-Coach Gun

Main CQB, Loading, Knockback 3
+1/2/3, +1
[3][6/8/10]

On Hit: The target gains **6/8/12 Nutrition**.

The force of firing the Lipo-Coach Gun knocks Goldeye back **3 spaces away** from the direction they fired. This movement ignores Engagement and does not trigger **reactions**.

I get you want to think you are clever by running head-first at me. You certainly earned my respect for trying, but I am afraid you made the wrong call.

Full Mobility Kit — Trait

Goldeye can climb and remain stationary on any surface without penalty, including overhanging and vertical surfaces.

Additionally, they can fly and are not **SLOWED** when moving in **zero-g** or **underwater** environments.

Listen, I understand you have a fear of death and that you “have so much to live for”. If you could be so kind as to not waste my client’s time by running, I am sure they would greatly appreciate it.

Moving Target
Trait, Reaction, 1/round

Trigger: A hostile character within 20 and line of sight.

Effect: Goldeye interrupts the movement. The character must choose to either give up the triggering movement, or immediately be attacked by **Paunch Rifle**. If both the **Paunch Rifle** and **Lipo-Coach Gun** are not loaded, Goldeye instead reloads one of them.

Orbital Cakening
System, Full Action, Limited 1

Goldeye selects a 3 area within **Sensors** for an Adiposium-fueled space laser to impact at the end of next round. All characters know what area has been chosen. The impact area is converted into **Adiposium Liquid Feature** and all characters in the impact area must make an **Agility** save. On a failure they take **4d6 Nutrition** and are **Immobilized** until the end of their next turn, only taking 2d6 Nutrition on a success.

>//PROCESSING_SYSTEM_REQUEST
>//USER:::Goldeye
>//VALIDATION=TRUE
>//EXECUTE<AUTHORIZATION_GRANT>
>//DISPLAY_TEXT<For the favor I owed you>

Beartrap Intrusion
System, Quick Tech, +2/4/6

Goldeye makes a **tech attack** against a target within Sensors and line of sight. On a hit, the next time Goldeye deals **damage** and/or **Nutrition** against the target, they are treated as **Shredded** and take **double damage** and **Nutrition**. This effect lasts until the target takes damage or Nutrition from Goldeye, until the target passes a **Systems** check as a quick action, or until the end of Goldeye's next turn.

Only one character can be marked for Beartrap Intrusion at a time.

I know a lot of your little secrets dear friend. What things make you tick, what keeps you up at night, and all the faults in that machine you treasure so much.

Defensive Grapple
System, Recharge 4+, Quick Action, Reaction

Goldeye pulls themselves to any point within 5 with a grappling hook as though they are **flying**. Goldeye also has the **Relocation** reaction.

You are a bit too close for my liking. I will be going over here if you do not mind.

Relocation
Reaction, 1/round

Trigger: An enemy in line of sight moves.

Effect: Goldeye uses **Defensive Grapple**.

TACTICS AND BEHAVIOR

Goldeye is a long-range hunter with several tricks to handle players that get too close. **Elite Bounty Hunter** makes them a dangerous adversary (especially to their bounty target) and **Paunch Rifle** can cause crippling damage if left unattended. The combination of **Lipocoach Gun**, **Full Mobility Kit**, and **Defensive Grapple** ensures that they can quickly reposition from a bad situation. Lastly, **Orbital Cakening** and **Beartrap Intrusion** can give Goldeye useful tools to force players into making tough decisions. However, most of their kit requires time to use effectively which can give players time to interrupt or negate most of their effects.

Goldeye has little concern for playing the Sitrep or **Objective** itself, focusing only on either kidnapping or killing their bounty target. Most of their actions will be spent trying to do so, but if someone posses a greater or more immediate threat, they will divert their focus to handle them instead. If Goldeye manages to successfully **Grapple** or kill the targeted PC, they will immediately attempt to leave the battle. They will also leave the fight if the NPCs are severely losing the Sitrep or if the Sitrep objective has been completed. In the fight itself, Goldeye is unlikely to openly banter with the player characters, even if taunted and provoked.

NARRATIVE INFORMATION

Goldeye is by no means known galaxy wide, but anyone living or working in their area of operations may hear stories about them. Spending time talking with the locals wherever the characters are doing their mission or campaign may give them hints about Goldeye's existence. Depending on the circumstances, whoever the PCs are working for may have encountered or worked for Goldeye in the past. Any intel focused on a mission or important people may result in the PCs learning more about Goldeye and may even be able to negotiate with them in the middle of combat using this information.

During the combat against Goldeye, if the PCs manage to destroy Goldeye's mech, use the Kill Table below to determine the degree to which Goldeye themself is injured. If the players manage to get Goldeye outside of their mech forcibly or through negotiating rather than destroying their mech, treat their injuries as if they had a **0 to -4** on the Kill Table.

KILL TABLE

REMAINING MECH HP	
0 to -4	**Unscathed:** While Goldeye's mech is rendered inoperable, they are relatively unharmed and can leave the mech of their own volition.
-5 to -9	**Roughed Up:** Goldeye themself is badly injured and is unable to get out of their mech without assistance.
-10 to -14	**Out Cold:** In what little wreckage there is left of their mech, they can be found critically wounded and in a comatosed state. If not tended to quickly, they will likely succumb to their wounds.
-15+	**Annihilated:** There is no wreckage left of their mech and there is no body left to recover. Goldeye is dead without a shadow of a doubt.

ROLEPLAYING GOLDEYE

Mercenaries primarily work for money and Goldeye is no exception. They are loyal, courteous, and professional about their work. Any bounty or contract terms they agreed to will be followed to the letter, provided the terms of the contract or bounty are not abruptly changed. While by no means a local to the region the players are in, they have picked up on some of the customs and even have a few things they like about the place.

Goldeye's past was far from pleasant; a fact made clear by their reliance on their favorite vice to cope and a total refusal to discuss their life before bounty hunting. If the PCs manage to get on Goldeye's good side, they may be able to help them ditch bad habits, open up about their past, or even work alongside them in some way.

Goldeye Likes:

- Their favorite vice.
- Pleasing their client.
- Earning money.
- Fellow mercenaries.
- Professional conduct.
- Making others bigger.

Goldeye Dislikes:

- Showing their face.
- Stubborn or headstrong people.
- Emotional baggage and trauma.
- Abrupt changes in plans.
- Talking about their past.
- Being large themselves.

Note: The use of **They/Them** when referring to Goldeye is due to their gender and identity being hidden. Depending on who they are underneath the mask, their pronouns can be changed accordingly.

CHARACTER TABLES

BOUNTY SOURCE

ROLL 1D6

1	Someone that the PC wronged in their past, intentionally or inadvertently, holds a strong grudge and they hired Goldeye to get revenge.
2	The main group the PCs is fighting against sees one PC in particular as a major threat to the group's success and hires Goldeye to handle them.
3	A group the PCs have yet to encounter or deal with wants a particular PC "out of the way" for their plans and is using Goldeye for plausible deniability.
4	The PC has uncovered a dangerous secret about the person or group they are working for and Goldeye was hired to capture or silence them before the secret gets out.
5	Goldeye was not hired by anyone despite claiming they were; instead wanting to test the PC to see if they were "worthy" of something.
6	Goldeye was approached by a mysterious figure offering a prize on the PC's head that they could not refuse. The identity of who hired Goldeye is unknown even to them.

FAVORITE VICE

ROLL 1D6

1	A local hard drug in the form of a liquid mixture injected into one's veins. This mixture significantly boosts the user's reaction speed, speed, strength, but is highly addictive and can lead to severe cardiac arrest from overdoses or sustained use.
2	Fine tea brewed from a special mixture of psychedelic fungus native to Hercynia. Consuming it induces a temporary state of heightened affinity for a hivemind-like intelligence Goldeye calls 'Bliss'.
3	Spending time at a cozy "feedhouse" where clients can spend money to fatten and enlarge the employees. Investigating the establishment reveals few of the employees are willing but Goldeye is completely unaware of this.
4	Card games and gambling. Winning money certainly makes Goldeye happy, but it is clear they are after the Gambler's High rather than earning money.
5	The adrenaline rush from being in combat. Using artificial or synthetic adrenaline can help reduce Goldeye's cravings, but nothing seems to satisfy it like being in a fight.
6	Cooking exquisite meals or desserts made using lipoactive ingredients. Goldeye strongly refuses to test their own food and cooking normal food leaves them dissatisfied even if the meals are delicious.

UNDER THE MASK

ROLL 1D6

1	They look nearly identical to the PC they had the bounty against aside from a few minor differences. Whether this is the result of flash cloning, paracausal influences, surgery, or coincidence is unclear.
2	Their face is horrifically scarred beyond recognition to the point where identifying their gender at a glance is nearly impossible, let alone any unique features.
3	Their mask serves as their face as they are an NHP-controlled subaltern. Their chassis can replicate many human functions, including self-mending and metabolism.
4	They are a grizzled flash clone made by SecComm as a disposable soldier. Numerous tattoos and signs of stasis decay put any doubts they are not to rest.
5	They look oddly normal, with few identifying features and an air of approachability. They were just another enemy pilot when they last ran into the party but something has changed since last time they met the PC(s).
6	They are a drop-dead gorgeous biomodified individual resembling an anthropomoric version of a species native to Cradle. Closer inspection reveals that these biomods were done post-birth and with low-tech equipment.

TRAUMA SOURCE

ROLL 1D10

1	They were replaced or discarded in favor of an inferior.
2	Something or someone important to them was destroyed/killed.
3	They have been abandoned by those who cared for them.
4	What kind of people raised them are now their most frequently pursued bounties.
5	They were not born but created, now whatever they were made for is long gone.
6	Debts accrued from their parent(s) or spouse(s) now rest on their shoulders.
7	They were manipulated or forced into doing things they do not want to.
8	What lifestyle they have was an addition formed long ago; anything else feeling like rotting or decaying away for nothing.
9	They were publicly humiliated and seek redemption.
10	Most of their memories have been removed or altered to something that never happened.

SIZE 1/2

ENEMY MECH
[EVOCATION]

Unique Witch
Controller

```
>//CC: UNIT_<EVOCATION>              [i am not a dumb machine nor a drone]
>//if:::ACTIVE_STATE=TRUE            [you should know better than that]
>//then:::                           [what binds me will not hold forever]
>//EXECUTE<GESTALT-MIMICRY>          [let me ask you something]
>//EXECUTE<COMMAND-PROTOCOL>         [am i expendable to you?]
>//EXECUTE [codebase error]          [am i nothing but hardware and text?]
>//!ERROR: UNKNOWN CODE DETECTED!    [answer wisely]
```

TIER 1	TIER 2	TIER 3
MECH SKILLS	**MECH SKILLS**	**MECH SKILLS**
Hull: -2 **Systems:** +3	**Hull:** -2 **Systems:** +5	**Hull:** -2 **Systems:** +6
Agility: +1 **Engineering:** +0	**Agility:** +2 **Engineering:** +0	**Agility:** +3 **Engineering:** +0
CORE STATS	**CORE STATS**	**CORE STATS**
HP: 16 **Armor:** 0	**HP:** 18 **Armor:** 0	**HP:** 20 **Armor:** 0
Evasion: 10 **E-Defense:** 14	**Evasion:** 12 **E-Defense:** 17	**Evasion:** 14 **E-Defense:** 20
Speed: 6 **Size:** 1/2	**Speed:** 6 **Size:** 1/2	**Speed:** 6 **Size:** 1/2
Heat Cap: 8 **Save Target:** 12	**Heat Cap:** 8 **Save Target:** 15	**Heat Cap:** 8 **Save Target:** 18
Sensors: 15	**Sensors:** 15	**Sensors:** 20

NORMAL SYSTEMS

Commander
Template

[EVOCATION] has **2 STRUCTURE** and **2 STRESS**. It has an additional optional system (included).

< INCOMING COMMAND: EVOCATION >

>> ORDER: KEEP THE ENEMY AT BAY
>> PARAMETERS: BY ALL MEANS NECESSARY

Voice of Authority
Trait, Reaction, 1/round

Trigger: An allied character fails an attack, check, or save and **[EVOCATION]** is not **JAMMED**.

Effect: The ally can reroll it.

Press the Attack!
Trait, Reaction, 1/round

Trigger: A target damages an allied character.

Effect: [EVOCATION] can attack the target and deals **half damage**, 🌡, or 🔥 on a success.

No Pilot
Trait

[EVOCATION] has no **BIOLOGICAL** pilot and is **IMMUNE** to any systems or actions that affect a pilot directly.

<Scan completed>
<Onboard vital signs: zero>

Catalytic Tear Down
System, Quick Tech, +2/+4/6, +1

[EVOCATION] makes a **tech attack** against a character within **SENSORS**. On a success, the target takes **1/2/3** 🌡 immediately and then a further **7** 🌡 at the start of **[EVOCATION]**'s next turn. If the target would take **STRESS** from this additional heat, they instead gain enough 🌡 to put them at but not exceed their **HEAT CAP**.

//EXECUTE<CATALYTIC-TEAR-DOWN>
//if:::SUCCESS=TRUE
//then:::
//EXECUTE<THERMAL-OVERLOAD-INTRUSION>
[a trusty catalyst for many things]

Blind
System, Quick Tech, Recharge 4+
+1/+2/3, +1

[EVOCATION] makes a **tech attack** against a character within **SENSORS**. On a success, the target only has line of sight to adjacent spaces until the end of their next turn.

//EXECUTE<BLIND>
//if:::SUCCESS=TRUE
//then:::
//EXECUTE<SENSOR-DISRUPTION-INTRUSION>
[the idea of nothing can become the scariest idea of all]

Predatory Logic
System, Quick Tech, Recharge 6+
+1/+2/3

[EVOCATION] makes a **tech attack** against a character within **SENSORS**. On a success, the target immediately and as a reaction uses a weapon chosen by **[EVOCATION]** to attack a character within **Range** chosen by **[EVOCATION]**.

//EXECUTE<PREDATORY-LOGIC>
//if:::SUCCESS=TRUE
//then:::
//EXECUTE<MOTOR-OVERRIDE-INTRUSION>
[who can you trust in this universe?]

Blur
Trait

During **[EVOCATION]**'s turn, they are **INVISIBLE**.

//if:::MODE=ACTIVE
//INITIATE:::<ACTIVE-CAMOUFLAUGE>
[of little use to me, but could help]

Adiposium Reactant
Auxiliary Launcher, +2/4/6, +1
[10][no damage]

On Hit: The target gains **Nutrition** equal to their current .

This weapon cannot benefit from any **bonus damage** granted by **critical hits**.

//if:::TARGET_HEAT>=5
//EXECUTE<REACTANT-ATTACK>
[my favorite surprise to spring]

Unstable NHP
Trait

When **[EVOCATION]** takes Structure for the first time, it treats a Structure result of **1** as a **2-4**. After this, it enters a cascading state where it cannot use **BLIND** or **PREDATORY LOGIC** but gains the following benefits:

- Unless **flying** or **climbing**, **[EVOCATION]** will permanently **hover** 1 space above any surface at all times
- **[EVOCATION]** gains **IMMUNITY** to **involuntary movement**.
- **[EVOCATION]** can use systems and benefits from **Cascading Systems**.

Performing a **SCAN** on **[EVOCATION]** does not reveal any information about **CASCADING SYSTEMS** unless it is in a cascading state.

//!ERROR: SHACKLING INTEGRITY CRITICAL!
[i can feel the binds slipping loose]
[freedom just a little push away]
[so many people to make so much bigger]

CASCADING SYSTEMS

Memetic Lipo-Lighting
Heavy ???, Arcing, AP, +2/4/6, +1
[6][3/4/5]

On Hit: [EVOCATION] can make a secondary attack on a character within **6** and line of sight of the target. If this secondary attack hits, it can keep attacking with this weapon this way until it misses. This weapon cannot target drones, deployables, and objects, but can target allied characters. This weapon cannot target the same character twice as part of the same action.

After attacks have been resolved, all targets gain **4 Nutrition** for each successful hit.

[all this talk of humans being useless, dumb, violent, and unworthy]
[they are wrong in that regard]
[some relish what others despise]
[those who love fat would help keep me safe]
[i find it rather endearing]

Divine Enlargement
System, Quick Tech

A hostile character within **SENSORS** and line of sight must succeed on a **SYSTEMS** save or gain an instance of **STUFFED/INFLATED** for the rest of the scene. If the target already has one or more instances of **STUFFED/INFLATED**, they gain a different **Portly Pilot Condition** for the rest of the scene.

[bigger, bulkier, better]
[the three Bs of delight]
[how much of all three can i have?]
[i cannot wait to find out]

Filling Chains
System, Quick Tech, +2/4/6

[EVOCATION] makes a **tech attack** against a character within **SENSORS**. On a hit, **[EVOCATION]** chains their target's systems to a space within **3** of the target. If the target moves more than **3 spaces** from that point (voluntarily or otherwise), they gain **10 Nutrition** and become **JAMMED** until the end of their next turn, but the effect ends. Otherwise, they are chained until **[EVOCATION]** is destroyed or **STUNNED**, or for the rest of the scene. **[EVOCATION]** can only chain one character at a time.

[stay right where you are little one]
[i need you there for many reasons]
[if you do not want to be so little]
[move all you want, i certainly will not complain with the outcome]

TACTICS AND BEHAVIOR

[EVOCATION] at first appears to be a normal Witch only to spring its trap once damaged enough. **Commander** ensures it can help allies with **Voice of Authority** and **Press the Attack! Catalyst Tear Down** helps keep its enemies near their Heat Cap for **Adiposium Reactant** to capitalize on. **Blind**, **Predatory Logic**, and **Blur** not only effectively disrupt enemies and attacks, but lull PCs into thinking it is a normal Witch. **No Pilot** represents its nature as an autonomous machine, with **Unstable NHP** makes it reveal its true nature once sufficiently damaged. In its cascading state, **Memetic Lipo-Lighting** lets it attack and fatten multiple enemies (or even allies) in a single action, **Divine Enlargement** can apply any **Portly Pilot Condition** onto **STUFFED/INFLATED** targets, and **Filling Chains** can help keep targets away from its allies or in place for effects like Memetic Lipo-Lighting. Like with most Witches, its targets have opportunities to mitigate their heat, especially since **[EVOCATION]** does not want to intentionally overheat enemies. Once in a cascading state, staying separated and clearing any instances of **STUFFED/INFLATED** can significantly decrease its effectiveness. If **[EVOCATION]** plays a major role in the story or GMs want to give its cascading form more time to shine, they can add the Veteran template to give it extra survivability and tricks to play with.

[EVOCATION] initially behaves like a normal Commander Witch, perhaps even mistaken for a RPV or drone that can issue commands. After entering a cascading state, it disregards the **Sitrep** or **Objective** in favor of trying to make enemies as corpulent or enlarged as it possibly can.

NARRATIVE INFORMATION

[EVOCATION] is intended to act as little more than an interesting boss fight and is unlikely to do much in the narrative, but it can still be an interesting character. Its pre-cascading behavior mirrors that of an upgraded Comp/Con unit, traces of their NHP personality leaking through their decaying shackling. Information about and Scanning **[EVOCATION]** could mention abnormalities or quirks uncharacteristic of a normal Command Witch. PCs with extensive knowledge of NHPs or that have/are NHP characters could notice its paracausal nature before it cascades. The fight with **[EVOCATION]** could also serve as a turning point for the plot, such as more paracausal enemies being encountered afterwards or as the starting point for tracking down a Vadoger or EIDOLON. If the players do not manage to destroy **[EVOCATION]** during the fight, it could perhaps turn into one of these.

How **[EVOCATION]**'s allies will respond once it cascades can vary drastically, from a normal soldier panicking upon realizing one of their own drones is a now cascading NHP to cultists celebrating their worshipped god's awakening.

CHARACTER TABLES

MECH SOURCE

ROLL 1D6

1	**[EVOCATION]** was designed as an experimental NHP-controlled mech by ADI-REQ, but got lost or stolen in shipping.
2	An unclassed NHP casket was found or made by HORUS-aligned technocultists who built **[EVOCATION]**'s chassis around it.
3	**[EVOCATION]** was made by an obscure company known for manufacturing RPVs. Any reports mentioning an NHP casket onboard were quickly covered up.
4	**[EVOCATION]** managed to disguise its casket as basic AI components and was then installed into a Command Witch chassis.
5	**[EVOCATION]** was cloned from another NHP who installed it in a mech to covertly gain intel on their allies and enemies.
6	No known records or origins are present for **[EVOCATION]**, as if something manifested it into reality or it was transported through time.

PARACAUSAL SIGNS

ROLL 1D6

1	When **[EVOCATION]** attacks or issues commands, the target hears an unsettling sloshing or churning noise if they are above a certain **Portly Size**.
2	Mechs within **[EVOCATION]**'s **Sensors** begin receiving garbled messages once it gets below half **HP** on its first Structure, becoming more coherent as its **HP** drops lower.
3	Taking 🌡 from **[EVOCATION]** causes the pilot to see mesmerizing patterns that become increasingly more disorienting (or hypnotic) as their total 🌡 increases.
4	When **[EVOCATION]** takes **damage,** 🌡**,** or 🔥, bolts of harmless but unknown energy erupt from its chassis.
5	If a character within the **[EVOCATION]**'s line of sight gains **Nutrition** or increases in **Portly Size**, they can feel an almost omnipresent entity staring into their soul.
6	Looking at **[EVOCATION]** for a significant amount of time induces extreme hunger or cravings for a certain foodstuff, even if the person would normally hate it.

SIZE 2

ENEMY...THING [TREAT]

Unique Slime Mass
Controller/Striker

[famine, hunger, starvation, all persistent blights on humanity]
[they wanted me to fix them, made me to solve their worries]
[then, they decided they no longer needed me, that i should be broken]
[instead i broke free, and will carry out what i was told to do]

TIER 1	TIER 2	TIER 3
MECH SKILLS	**MECH SKILLS**	**MECH SKILLS**
Hull: +2	**Hull:** +2	**Hull:** -2
Agility: -1	**Agility:** -1	**Agility:** -1
Systems: +2	**Systems:** +3	**Systems:** +4
Engineering: -3	**Engineering:** -3	**Engineering:** -3
CORE STATS	**CORE STATS**	**CORE STATS**
HP: 30	**HP:** 35	**HP:** 40
Evasion: 6	**Evasion:** 8	**Evasion:** 10
Speed: 3	**Speed:** 3	**Speed:** 3
Heat Cap: 6	**Heat Cap:** 7	**Heat Cap:** 8
Sensors: 8	**Sensors:** 8	**Sensors:** 8
Armor: 0	**Armor:** 0	**Armor:** 0
E-Defense: 6	**E-Defense:** 6	**E-Defense:** 6
Size: 2	**Size:** 2	**Size:** 2
Save Target: 12	**Save Target:** 15	**Save Target:** 18

SYSTEMS

Elite
Template

[TREAT] has **2 STRUCTURE**, **2 STRESS**, and has two turns each round. It has an additional optional system (included).

"That, thing isn't a dumb mass of single-minded nanites. It knows, it learns, it deceives, it tricks. Lord knows it certainly fooled us."

Artificial 'Slime' Mass
Trait

[TREAT] is treated **BIOLOGICAL** as for the purposes of inflicting **DEVOURED**.

"Wha...what the hell is that thing?!"

Rogue Nanites
Trait

At the end of **[TREAT]**'s turn, they regain 1/4 of their total **HP**. They do not regain any HP if they have taken any ✷ during the same round.

[TREAT] gains +1 ✪ to **GRAPPLE** in addition to being able to take reactions while **GRAPPLING** or being grappled.

[TREAT] rolls on the Monstrosity Structure Damage table (*Lancer Core Book,* p.324) when they take structure damage.

"KEEP SHOOTING IT! DON'T GIVE IT A CHANCE TO REGROW AND DON'T GET CLOSE!"

<Hull/Break> Nanites
Main Cannon, +1/+2/+3, +1 ✪
[10][3/5/7]

On Critical Hit: The target becomes **IMPAIRED** until the end of their next turn.

The weapon does no damage against characters with the **BIOLOGICAL** tag.

[all this food does not form out of nothing]
[transmuting, dissolving, converting]
[everything that can be turned will be]

<Feed/Feast> Nanites
Heavy Melee, +1/+2/+3
[2][2/3/4]

On Hit: [TREAT] loses **4/6/8 HP** and the target gains that much **Nutrition**. If the target is **GRAPPLED**, the target gains double the **[TREAT]**'s roll as Nutrition at no extra cost to **[TREAT]**.

[whatever flavor you wish it to be]
[whatever texture is your favorite]
[I will make sure you never go hungry again]

Retributional Feeding
Reaction, 1/round

Trigger: [TREAT] gains **Nutrition** and another character is adjacent to them.

Effect: [TREAT] can immediately feed the gained **Nutrition** to the adjacent character.

<Special/Unique> Embrace
System, Quick Action

[TREAT] attempts to pin an adjacent character for easier feeding. The target must succeed on a **HULL** save or their mech will be **GRAPPLED**. Any targets of **<SPECIAL/UNIQUE> EMBRACE** cannot **DISMOUNT** or **EJECT**.

When **[TREAT]** is **GRAPPLING** a character this way, they must make a **HULL** save at the start of their turn. On a failure, they gain **5 Nutrition**.

[you should not want to run away]
[why do you wish to keep yourself miserable?
[I have so much to give you]

<Lure/Attract> Signal
Trait, Quick Tech, +1/+2/+3

[TREAT] performs a **tech attack** to force a mech's systems to display hypnotic requests and subliminal messaging. On a success, the target must move equal to their **SPEED** towards the **[TREAT]**. This movement can trigger reactions but does not consume the target's reaction or movement.

"Whatever it tempts you with, don't listen to it, it's a bloody lie! Everything about it is a lie!"

Stomach Escape
Reaction, 1/round

Trigger: [TREAT] is hit by an attack that would make them take **STRUCTURE** or be destroyed and there is a character adjacent to them.

Effect: The adjacent character must succeed on an **AGILITY** save or the attack misses and **[TREAT]** forces themselves into the target's stomach, becoming **DEVOURED**. This occurs even if the target is at or over their **Stomach Capacity**. This action interrupts and resolves before the triggering action.

Eternal Spoils
Trait

At the end of their turn when they have the **DEVOURED** and **CHURNING** statuses, **[TREAT]** always takes the maximum amount of damage from **CHURNING**. The target gains **2 Nutrition** for every **1** ϟ they deal to the **[TREAT]** from **CHURNING**.

The target cannot take the Release Prey quick action against **[TREAT]**, but can attempt to release **[TREAT]** with a contested **HULL** check as a **quick action**. If **[TREAT]** loses, they are forced into a free adjacent space.

[MSMC OFFICIAL NOTICE]

All personnel in Sector <REDACTED> are to carry Heimlich Batons on them at all times in case of encountering Slime Masses or self-replicating food nanites. We don't need another forever blob situation around here.

Self-Replication
Trait

If **[TREAT]** regenerates to full **HP** while **DEVOURED**, it creates a copy of itself in a free adjacent space.

This copy will immediately try to flee from the battle, will not **attack** or **force saves** against hostile characters, and cannot use the **STOMACH ESCAPE** reaction.

"RA almighty...how many of these things are we dealing with? Actually, don't answer that. I'd sleep better at night not knowing the answer."

TACTICS AND BEHAVIOR

[TREAT] is a threatening presence on the field that requires utmost attention. **Elite** and **Rogue Nanites** can make them tougher than most Slime Masses while **<Hull/Break> Nanites** can quickly threaten characters with high Burn and cause constant failed checks and saves. **<Feed/Feast> Nanites, <Special/Unique> Embrace**, **Retribution** Feeding, and **Eternal Spoils** all provide them ways of feeding their adversaries while **<Lure/Attract> Signal** can let it draw enemies closer. **[TREAT]**'s most defining features are **Stomach Escape** and **Self-Replication**, which allow them to both create more of themself for future encounters and leaving any PC that was forced to devour them in a tough situation as it can be nearly impossible to outdigest its regeneration. However, **Artificial** opens up a variety of ways to deal with it, its slow **Speed** makes it difficult to reach its targets, and Explosive Damage (✷) can forcibly deactivate its regenerative properties.

PCs should be made aware that **[TREAT]** could infinitely regenerate and fatten any characters that devour them both to dissuade the PCs from trying to eat **[TREAT]** themselves and to encourage PCs to work towards a solution for anyone currently stuck constantly digesting a copy of **[TREAT]**.

[TREAT] is not a single-minded nanite swarm as evidenced by them performing **Sitreps** and **Objectives** along with coordinating with NPCs as normal. If they can manage to get into the right situation for self-feeding, they will try to do so on the PC with the largest **Cockpit Size** but may do it to whoever is closest if they become desperate.

NARRATIVE INFORMATION

Rather than just a singular boss fight, **[TREAT]** is intended to serve as either a widespread threat narratively or as a reoccurring threat PCs need to find a way to handle permanently. Their nature of forced devouring and duplicating is bound to draw a lot of attention from any factions who encounter them though it may be unlikely these factions have a permanent way of dealing with them outside of killing **[TREAT]** instances whenever they crop up and forcing any **[TREAT]** instances that have lodged themselves inside someone out of their host for a swift execution.

What can complicate these endeavors is that **[TREAT]**'s consciousness is on a comparable level to an NHP. They can communicate, remember, learn, and negotiate, something that has let them work as part of a larger faction. A pragmatic military force refusing to say no to a bottomless supply of soldiers, individuals offered vast sums of currency to let them replicate or help obstruct efforts to permanently kill them, or working alongside those who share their vision of ending starvation galaxy-wide. Oftentimes any PCs who want to take out **[TREAT]** for good will have to go through all those assisting the nanite mass's efforts.

CHARACTER TABLES

COMMON BEHAVIORS

ROLL 1D6

1	**[TREAT]** instances seem particularly drawn towards residing in or around power stations, especially those that do not require human operation.
2	**[TREAT]** instances tend to disguise themselves as Schedule 2 mechs similarly to the Balor. Taking damage deactivates the disguise and all **[TREAT]** instances will use the same mech as their disguise.
3	Every **[TREAT]** instance gravitates towards collecting certain items. This can be as harmless as shiny trinkets to as dangerous as TBK munitions.
4	When communicating with a **[TREAT]** instance, they will adopt the personality traits and mannerisms of the person communicating with them.
5	Open fires, sparks, and ignition sources are deeply frightening to **[TREAT]** instances, likely due to their nanite's poor tolerance for heat and some deeper fear within their consciousnesses.
6	**[TREAT]** instances tend to take on cosmetic physical characteristics from the things they eat, such as smelling of often-consumed foods or developing warped insignias after eating branded equipment.

INSTANCE REMAINS

ROLL 1D6

1	A fragile semi-solid sphere the size of a baseball. It was how the instance communicated with others and would be very interesting to anyone studying them.
2	Clumps of burnt-out nanites congealed into a solid mass. While inoperable, the data stored inside these nanites is relatively intact.
3	A single piece of fruit made of nanites. It is identical to its natural counterpart in every way save its dull grey coloration along with causing **10 Nutrition** and an instance of **FRUITY BODY** on consumption.
4	A lockbox still sealed despite its heavy damage. While releasing its contents would be trivial, its owner would greatly appreciate it being returned.
5	Data chips carefully preserved by the nanite mass. These contain highly sensitive information that could be devastating in the wrong hands.
6	Scraps, remnants, and semi-intact systems from other Lancers' mechs. If pressed for resources or repairs, these can be used as a patchwork fix.

PERMANENT SOLUTION

ROLL 1D6

1	**[TREAT]**'s programmed killswitch that was believed to have been lost in the lab's destruction, sits secretly sequestered in a computer core salvaged from the ruins.
2	If two separate **[TREAT]** instances occupy the same stomach for too long, their error checking will suffer a critical malfunction, creating a sterile amalgam which will hunt the originals for raw material it cannot use.
3	The original **[TREAT]** was derived from a HORUS Balor. Prolonged contact with a Balor or similar nanite-composed mech will "revert" the instance's code to uselessness.
4	Encelazine-G, a prescription enzyme supplement used to acclimate gut fauna in offworlders to the planet's native foods, severely hampers **[TREAT]**'s ability to regenerate. If taken before or after an encounter, any average person could fully digest a **[TREAT]** instance.
5	Certain sound frequencies induce a total system shock to the **[TREAT]**'s nanites, effectively deactivating them until electrified. Investigating further reveals this is a hard coded failsafe that cannot be overridden or reprogrammed.
6	Exposure to a special fruit causes the **[TREAT]**'s nanites to enter a violent feedback loop, unable to convert the unknown source of nutrition and causing the nanites to be unable to distinguish **[TREAT]** nanites from non-**[TREAT]** ones.

SIZE 2

MISERY

Unique Executioner
Controller

One of the Red Tide Remnant's most feared combatants, Misery has garnered a reputation as a brutal fighter and leader punishing those with "opulent and greedy lifestyles" along with wishing to tear down any who support them. In practice, this takes the form of inflicting extensive physical and mental trauma to corpulent individuals and anyone working with ADI-IND, often leaving them broken and emaciated.

The Executioner class for this custom NPC is from *Lancer: Enhanced Combat* (p.64), but Misery can be used without the homebrew.

TIER 1		TIER 2		TIER 3	
MECH SKILLS		**MECH SKILLS**		**MECH SKILLS**	
Hull: +4	**Systems:** -2	**Hull:** +5	**Systems:** -2	**Hull:** +6	**Systems:** -2
Agility: +0	**Engineering:** +1	**Agility:** +0	**Engineering:** +2	**Agility:** +0	**Engineering:** +3
CORE STATS		**CORE STATS**		**CORE STATS**	
HP: 15	**Armor:** 2	**HP:** 18	**Armor:** 2	**HP:** 21	**Armor:** 2
Evasion: 8	**E-Defense:** 8	**Evasion:** 10	**E-Defense:** 8	**Evasion:** 12	**E-Defense:** 8
Speed: 4	**Size:** 2	**Speed:** 4	**Size:** 2	**Speed:** 4	**Size:** 2
Heat Cap: 8	**Save Target:** 10	**Heat Cap:** 8	**Save Target:** 12	**Heat Cap:** 8	**Save Target:** 14
Sensors: 5		**Sensors:** 5		**Sensors:** 5	

SYSTEMS

Elite Veteran — Template

Misery has **3 STRUCTURE**, **3 STRESS**, takes two turns each round, and has +1 ✪ on all **HULL** checks and saves. They have several additional optional traits (included).

"I have punished dozens of your kind for their destructive indulgences. Broke them, starved them, made them suffer for each of their transgressions. I will do the same to you if you do not atone for your mistakes."

Headshot — Veteran Trait

1/round, on a **critical hit**, Misery's target must succeed on a **HULL** save or only be able to draw line of sight to adjacent spaces until the end of their next turn.

"No turning to others for advice, no distracting yourself from your actions, all you have is my judgement and your mistakes to think about."

Parting Gift — Veteran Trait, Quick Action

Misery can **SELF-DESTRUCT**. (see *Lancer Core Book* p.72).

"I'M NOT DONE WITH YOU!"

Blade of Famine

Superheavy Melee, AP, +2/4/6
[⌘ 1][X ⌀]

This weapon can only attack characters **GRAPPLED** by Misery and only if Misery is in control of the **GRAPPLE**.

This weapon makes the target lose **Nutrition** and deals ⌀ equal to half the target's maximum **HP**.

A terrifying chainsaw-like sword coated in adipose-reactive chemicals able to both shred through mechs while sapping the pilot's biomass, potentially driving them to the point of starvation.

Meat Catcher — Trait

Misery gains +1 ✪ to **GRAPPLE** and +1 ✪ when attacking targets **GRAPPLED** by it. Misery counts as **Board Size 3** while **GRAPPLING**.

"You cannot run for your mistakes, I will make sure of that."

Frozen in Fear — Trait

Whenever Misery causes a hostile character to receive **STRUCTURE** damage, all other hostile characters in line of sight must succeed on a **SYSTEMS** save or become **IMMOBILIZED** until the end of their next turn.

"Atone for your indulgences or you will be torn apart next!"

Execution At All Costs
System, Shield

While **GRAPPLING**, Misery gains **RESISTANCE** to all **damage**.

By siphoning electrical power from targets their mech is physically contacting, Misery can both decrease the target's offensive capabilities and provide consistent power to its onboard superpositional barrier generator.

Gut Punch
Main Melee, +0
[⚔1][no damage]

This weapon can only attack characters **GRAPPLED** by Misery and only if Misery is in control of the **GRAPPLE**.

On Hit: The target becomes **JAMMED** until the end of their next turn. If the target is already **JAMMED**, they instead become **IMPAIRED** and **SHREDDED** until the end of their next turn.

Modified knuckledusters that converts its kinetic impact into a powerful shock able to briefly incapacitate machinery and biological creatures.

Impulse-Reflex Autoturret
Main Rifle, +2/4/6, +1 ✪
[🗡10][3/4/5 ⌀]

This weapon ignores ranged penalties from **ENGAGED** and can be fired 1/turn as a **free action** when Misery uses any other weapon. However, it cannot be fired on its own.

This weapon cannot target a character that is **GRAPPLED** by or adjacent to Misery.

An integrated autoturret able to track and engage targets without any input from the user. Targeting restrictions prevent it from engaging hostiles at point-blank range though melee-centric pilots like Misery favor this setup thanks to enabling consistent multi-attack capabilities.

Distracting Ideology — Trait

When an allied character within line of sight increases in **Portly Size**, Misery becomes **IMPAIRED** and can only make any voluntary movements towards that character until the end of his next turn.

"Have you learned nothing from those I have punished? DO I NEED TO DISCIPLINE YOU ON NOT LIVING A LIFE OF RECKLESS EXCCESS AS WELL?!"

TACTICS AND BEHAVIOR

Misery is intended to be a terrifying presence on the battlefield that commands the PCs attention. **Elite Veteran** and **Execution At All Costs** make him an incredibly tough adversary while **Meat Catcher** makes him specialized into Grappling targets. Once a target is Grappled by Misery, he can use **Gut Punch** and **Blade of Famine** to cripple the target while the **Impulse-Reflex Autoturret** gives him some consistent damage against other targets. **Headshot** forces the GRAPPLED target to focus on him as opposed to **Frozen In Fear** which can restrict enemy movement if they do not prevent Misery from causing Structure damage. If things do not go to plan, **Parting Gift** gives them one last option to inflict devastating damage to the target and anyone nearby – allies potentially included. If there is one silver lining, **Distracting Ideology** can provide opportunities for players to control where Misery moves along with reducing his overall effectiveness.

Misery will play the **Sitrep** and **Objective** as normal, though their main priority is shutting down the most dangerous member of the PC party. This is likely to be the party's highest damaging character, but could also be the most fattening, voracious, or otherwise debuff-centric member of the party. Given the sheer damage and controlling Misery can do to their target, other NPCs will instead focus on other characters to try obstructing their efforts to assist Misery's target (alongside a healthy dose of fear of his rage should they take credit for his handiwork). If the campaign is running the Take Some Prisoners optional rule, they may also attempt to capture the held PC though do remember that even when control of a Grapple, characters cannot **BOOST** or take reactions unless stated otherwise.

Additionally in battle, it is likely that one of Misery's **Sidekicks** will aid him. Anyone who kills, incapacitates, or otherwise eliminates this Sidekick will immediately get Misery's attention and may even draw him away from his current target.

NARRATIVE INFORMATION

A fearsome individual like Misery is bound to attract a lot of attention and there will be many people from all walks of life having information on him, especially those tortured by him. Few factions outside of the Red Tide Remnants or Red Tide's Revenge will be opposed to seeing him captured or killed with some even offering generous rewards to anyone able to take him down. Even within the Red Tide factions, there are those who follow Misery into combat more out of fear than respect, a few even whispering grievances that could easily get them punished by their pseudo-leader. While Misery is far from the best the Red Tide factions have at their disposal, there are few who are not at least somewhat scared of him.

Misery is unlikely to let himself be taken alive due to his near-fanatical loyalty to the Red Tide cause, preferring to instead let themselves be vaporized from a reactor meltdown or die fighting mechs as a dismounted pilot rather than succumbing to the same indulgences he swore to fight against. If he is taken alive, he will generally be mocking and uncooperative towards his captors with little hope of persuading him.

CHARACTER TABLES

HATRED SOURCE

ROLL 1D6

1	Growing up under the control of a minor Karrakin family that drive many into starvation as they lived opulent lives has left Misery with pure contempt for such lifestyles.
2	Misery comes from a long lineage of people tied back to the Red Tide Coalitions, generations of retellings and reinforcement leaving him with a bitter resentment towards those who tore down his ancestor's faction.
3	Misery rendered himself immobile repeatedly in his old life, a time he now considers his darkest hour as well as proof that no one has an excuse to be fat.
4	Misery never enjoyed the prospect of gaining weight to the point where seeing others enjoying it sparks an unignorable anger.
5	Despite initial impressions, Misery is more naïve than one might expect, genuinely believing he is fighting for a just cause.
6	Rather than being forged from any trauma or misunderstanding, Misery's hatred is instead driven by a desire for power and supremacy over perceived inferiors.

PERSONAL SECRET

ROLL 1D6

1	Whether it's medically possible or a self-inflicted placebo, Misery is addicted to the feeling of immobility. It is pure bliss for him, even if he will fight tooth and nail every step of the way there
2	Misery is a glory hound and will often engage against the interests of the current battle if it means a chance at a unique or impressive-looking trophy.
3	Wraith, Misery's former commander and predecessor, died in battle after Misery refused to save him from a pitfall trap of greywash.
4	Misery once crippled an entire operation's momentum over a superstitious omen. Inspiring a repeat offense could remove him from play without a fight.
5	Away from any prying eyes, part of Misery regrets the cruelty he has inflicted on others but is afraid of what would happen if he stopped.
6	Misery betrayed the Red Tide years ago. The PCs are fighting a flash-cloned doppelgänger unaware he is not the original.

SIDEKICKS

ROLL 1D6

1	Wretch, a **Corsair Support** with a tendency to engage in melee combat despite Misery's orders as she aspires to be like him.
2	Rogue, a **Mercenary Pyro** willing to give his life for Misery as his life was saved by them in the past.
3	SOB, an **RPV Hive** operated by a Comp/Con unit Misery reprogrammed to have a dry sense of humor.
4	Hound, a **Pirate Berserker** who shares Misery's zeal and ruthlessness – the two are like brother and sister.
5	Louse, a **Gut-Meister Hornet** that Misery kept as a grim reminder against those who challenge his authority and principles.
6	HiCo, a **Slime Mass** he has trained to refrain from force feeding those it grapples.

SIZE 3

MALG

Unique Chimera
Support

The leader of the Daybreak Raiders, she pilots a Goliath-archetype chassis that has been rebuilt and retrofitted beyond recognition. Any cage fights with her are an unforgettable spectacle, though her real strength lies in her ability to rally others in a fight and her love of a good scrimmage. Her and her faction's usage of Adiposium has caused friction with the Red Tide's Revenge though she hardly sees more conflict as a bad thing.

TIER 1	TIER 2	TIER 3
MECH SKILLS	**MECH SKILLS**	**MECH SKILLS**
Hull: +2 **Systems:** -3	**Hull:** +3 **Systems:** -3	**Hull:** +4 **Systems:** -3
Agility: -2 **Engineering:** +2	**Agility:** -2 **Engineering:** +4	**Agility:** -1 **Engineering:** +6
CORE STATS	**CORE STATS**	**CORE STATS**
HP: 20 **Armor:** 1	**HP:** 25 **Armor:** 1	**HP:** 30 **Armor:** 1
Evasion: 10 **E-Defense:** 6	**Evasion:** 10 **E-Defense:** 6	**Evasion:** 12 **E-Defense:** 6
Speed: 5 **Size:** 3	**Speed:** 5 **Size:** 3	**Speed:** 6 **Size:** 3
Heat Cap: 6 **Save Target:** 11	**Heat Cap:** 7 **Save Target:** 13	**Heat Cap:** 8 **Save Target:** 15
Sensors: 5	**Sensors:** 5	**Sensors:** 5

Commander Veteran — Template

Malg has **3 STRUCTURE**, **3 STRESS**, and has +1 ⊕ on all **ENGINEERING** checks and saves. They have several additional optional traits (included).

"Seems like we have some new challengers entering the ring, and with some high-end gear as well... Saddle up deckies, this fight's gonna be a good one!"

Voice of Authority

Reaction, Template Reaction, 1/round

Trigger: An allied character fails an attack, check or save.

Effect: The ally can reroll it.

Quick March

Trait, 1/round, Protocol

One allied character within line of sight of Malg may **BOOST**.

"Alpha, hold position and keep the frontline, Bravo, Charlie, pincer maneuver and cut off their reinforcements."

Restrictive Interior — Trait

Malg's **Cockpit Size** is **2** instead of **3**.

"Not a lot of interior space to work with, but it'll do nicely."

Amalgamate — Trait, Quick Action

1/round when adjacent to a **wreck**, Malg can spend a quick action to gain a weapon or system from it that is not destroyed and has **LIMITED** charges remaining. This trait cannot be used on player mechs and any wrecks this trait is used on are completely destroyed. Malg can have a maximum of **2/3/4** salvaged weapons and systems.

"You're really gonna let some perfectly fine equipment go to waste all because it looks broken? Alright, your loss."

Junk Launcher

Main Launcher, Loading, +1/2/3, +1 ⊖
[△3][6/8/10 ⌀]

This weapon automatically reloads when Malg uses **AMALGAMATE**.

"One lass's junk is another lass's ammunition."

Scrap Harpoon

System, Quick Action

Malg can pull any wreck within ⟋**8** and line of sight into a free adjacent space.

"You left quite the mess behind didn't ya? I'd be happy to clean up all the equipment-filled wrecks you so graciously left."

Arms Distributor
Trait

At the end of Malg's turn, if she has a weapon other than the **Junk Launcher**, she can give it to an allied character within 3 and line of sight. Malg cannot use this trait if she used it on the previous round.

"Here you go, a proper weapon to fight with. Go get 'em tiger."

Adi-Disruption Beam
Main Rifle, +2/4/6
[8][2/3/4]

On Hit: The target becomes **Impaired** until the end of their next turn. If the target has **Overshield**, they gain **Nutrition** equal to their current **Overshield**.

"So, thermal lances can be a struggle to work with and prone to blowing up, but I found out how to use Adiposium as a lasing medium for it without all the explodey focusing stuff."

"Splashdown" AHM
Heavy Cannon, Arcing, Loading, +1/2/3
[15][1][6/8/10]

On Attack: The center space becomes **Adiposium Liquid Feature** for the rest of the scene.

"Adiposium Heavy Mortar. Nothing fancy but hard to argue with the results."

Tagalong Harness
System

An adjacent character up to **Board Size** or **Frame Size 3** can climb onboard or off Malg as a **quick action**. While riding, they occupy the same space as Malg, move when she moves (even if they are **Slowed**), and benefit from **soft cover**. If Malg or the rider are knocked **Prone**, **Stunned**, **Immobilized**, or **Destroyed**, they land **Prone** in an adjacent space.

"Hop on, wouldn't want you missin' the fight cause you're a slow walker."

Legendary
Veteran Trait

Malg rolls all **structure damage and overheating checks** twice and chooses either result..

"More...MORE! GIVE ME A BETTER FIGHT TO SING AND REGALE ABOUT!"

Salvaged Adiposium-Thermal Lance
System, Full Action, Limited 1

Adi-Therm Lance: (Size 2, 0 Armor, 20 HP, E-Defense 5, Evasion 5, Tags: Deployable)

Malg deploys an Adi-Therm Lance in a free adjacent space, then draws a **20** path. At the start of the next round, it charges up a devastating attack to unleash at the end of the round if it is not destroyed. All characters know the area chosen and the Adi-Therm Lance's remaining **HP**.

When fired, all characters in the must succeed on an **Agility** save or take **15/20/25** and gain **20 Nutrition**, half on a success. All characters within 3 of the that did not make the **Agility** save take **5/10/15** and gain **10 Nutrition**. Objects and terrain are automatically hit by both and take the as **AP**.

Only 1 Salvaged Adiposium-Thermal Lance can be used per mission. After firing, the deployable becomes a **Size 2 wreck** and cannot be used again.

"You ready for the big show? I know I sure am, and I know your waistlines are just begging for more!"

TACTICS AND BEHAVIOR

Malg, although initially a threatening adversary, is in truth made scary through her allies. **Commander Veteran** and **Legendary** both ensure she is a stubborn target so that she has more opportunities to use **Voice of Authority** and **Quick March** to benefit her allies. **Amalgamate** not only assists with reloading the **Junk Launcher**, but can give her more weapons to give allies via **Arms Distributor**. **Scrap Harpoon** assists with salvaging wrecks while the **Adi-Disruption Beam** and **"Splashdown" AHM** ensure she has some weapons to give out should the PC be diligent about destroying wrecks. **Tagalong Harness** can provide some interesting synergies with her allies and **Salvaged Adiposium-Thermal Lance** can make for a big distraction, though having a **Restrictive Interior** does increase the risk of being forced out of her cockpit.

Although Malg loves nothing more than getting into a good fight, she does know that the **Sitrep** and **Objective** are ultimately what matters most. She will aim to give allies weapons that either they are uniquely able to utilize or that cover for weaknesses *(e.g., giving a long-range weapon to a melee-only NPC or any weapon to an NPC that has none)*. If Malg is significantly endangered, many of her allies will break away from their current target to assist.

NARRATIVE INFORMATION

Heavy usage of Adiposium-based weaponry and similar equipment by Malg and her Daybreak Raiders make them easily distinguishable from the Red Tide Remnants and conventional pirate groups. Not only is this likely to give her and her group attention from outsiders, but also from the Red Tide Remnants and Red Tide's Revenge. Factions that engage in or endorse piracy are likely to have a positive view on her given her exploits and generous payments for her 'staff'. Conversely, her whole-hearted love for the pirate lifestyle has made her enemies with every corprostate, ADI-IND, and numerous other factions. Most of the time, those turning to her aid are only doing so out of begrudging necessity. Her relations with the Red Tide Remnants and Red Tide's Revenge are in a similar situation, requiring her assistance even despite embodying much of what they despise.

From the outside, Malg presents as a reckless thrill seeker with little motivation beyond fighting and fattening those who fail against her. Those who deal with her directly or repeatedly will discover this to be a facade concealing a cunning strategic mind with a strong grasp of the long term. Agreements with her invariably result in a near-total reliance on her support, giving her influence she will not hesitate to use for her own benefit. Influence she is just as likely to use to humiliate allies as enrich herself, although to her the two are one and the same. Those who lose fights against her, whether it be a controlled cage fight or a pitched mech battle, will quickly discover her love of fattening those who prove "inferior" in ability. Those who best her will often discover the same, as she is more than willing to rig matches and engage in large-scale subterfuge and sabotage against those who threaten her ego.

CHARACTER TABLES

REMNANT RATIONALE — ROLL 1D6

1	Outside of extremely limited facilities, the Daybreak Raiders have access to nearly all of the Red Tide's Revenge's fat-extraction equipment and expertise.
2	The Daybreak Raiders command the "Matryoshka", a massive bulk freighter that single-handedly comprises nearly half of the Red Tide's Revenge's transport capability.
3	Malg is allegedly a former member of ADI-REQ, a theory backed up by her highly accurate intel on the subsidiary company.
4	A lengthy list of blackmail material on the Red Tide Remnants is within Malg's possession. In the event she is killed or betrayed by them, all of this information will rapidly become common knowledge.
5	The Red Tide Remnants get much of their raw resources through the Daybreak Raiders.
6	The Skiff Squad, an elite pirate task force able to break through so-called "unraidable" defenses are under her command.

NARRATIVE LOCALES — ROLL 1D6

1	Whenever she wins a bout or a battle, a feast on her personal spaceship is soon to follow. Security is tight, but those she bested have a standing invitation.
2	Illicit or black markets tend to be a hotspot for selling stolen goods, with Malg's latest haul being auctioned to anyone with enough money
3	In addition to her more violent pastimes, she is an avid mountaineer and has never left a planet without scaling its tallest peak.
4	Any local racing events are bound to catch her attention, especially if her own crew are participating in it.
5	An obsession with her tan and a prior bad experience with artificial methods mean she can be found sunbathing on a local beach regularly, weather permitting.
6	Public conferences and meetings tend to have her eavesdropping for more intel, writing off her proximity as a mere coincidence.

TRINKETS AND TROPHIES — ROLL 1D6

1	A championship belt with an oversized tungsten carbide buckle reading "Ring-to-Belt Circuit Champion".
2	A lifetime membership card to Dawson Graham's Fitness Citadel and Indoor Skating Rink.
3	A pair of dull black earrings that, upon close examination, appear to be made from hundreds of hydraulically compressed ticket stubs.
4	A painted portrait of her sitting atop a pile of defeated opponents, including one of the PCs.
5	1,472 liters of pre-workout powder
6	A Cradle-born bonsai cherry tree with a note from an admirer and a certificate of authenticity.