



MAN-O-WAR

MARTIAL ARCHETYPE



BECAUSE FABRICATING WARJACK CORTEXES IN KHADOR requires rare materials in short supply, the Khadoran Mechaniks Assembly long sought a viable supplement to these expensive and precious weapons. In 470 AR, Jachemir Venianminov came upon a solution that was simplicity itself: transforming men into steam-powered wrecking crews. The resulting invention—the Man-O-War suit of armor—is a miraculous creation that imbues a soldier with strength, durability, and protection almost equal to that of a warjack.

Only the most steadfast soldiers earn the right to wear Man-O-War armor, although many jump at the opportunity. After all, it is not every day one can experience the world from a warjack's perspective. Even though its thick plating provides outstanding protection against an enemy's attack, Man-O-War steam armor also brings its own set of unique dangers. A broken coupling can mean a slow and agonizing death as the armor fills with a cloud of scalding steam; a ruptured boiler can end a Man-O-War's life in the roar of a violent explosion. These iron-willed fighters go to war knowing that any one of a multitude of potential malfunctions could kill them as quickly as an enemy's bullet or blade.

Unlike other Khadoran military orders such as the Iron Fangs and the Winter Guard, the Man-O-War order is relatively new, having existed only for the last century and a half. Yet in that time, many of Khador's greatest champions and noblest heroes have donned the order's heavy armor to fight—and sometimes die—in the name of the Motherland. Like knights of legend reborn as modern warriors for an ever-changing battlefield, these soldiers take pride in both the accomplishments of their peers and the discipline they share.

Man-O-War armor and the warrior it encases are inseparable components of a united whole. The mind of a living soldier is more cunning and adaptable than the cortex of a warjack, and patriotic duty can drive a soldier to accomplish what would be otherwise inconceivable. Yet machines and armor can withstand punishment far better than mere flesh. By combining these qualities, Khador has achieved a near-perfect union. The enemies of the Motherland tremble at the earth-shaking advance of a Man-O-War kompany, for they know they fight against a resolute foe that is almost impervious to their weapons.

MARTIAL ARCHETYPE: MAN-O-WAR

The archetypal Man-O-War focuses on fighting in heavy steam-powered armor. Those who model themselves on this archetype combine the durability of their armor and the enhanced strength it provides to fight with devastating effect, wading into battle with weapons that no normal human could wield.

BONUS PROFICIENCIES

Beginning when you choose this archetype at 3rd level, you gain proficiency with Man-O-War steam armor and your choice of either proficiency in the Athletics skill or proficiency with a mechanik's toolkit.

BULLDOZE

At 3rd level, you can move through other creatures as if they were difficult terrain. If you move through a Medium or smaller creature, make a Strength (Athletics) check contested by the creature's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use).

If you win the contest, the creature takes 1d10 bludgeoning damage. The damage increases to 2d10 at 5th level, 4d10 at 11th level, and 6d10 at 20th level.

STEAM JOCKEY

At 7th level, when you roll on the Critical Damage table for your steam armor, you may reroll the die. You can use this feature a number of times equal to your proficiency bonus. You regain expended uses when you finish a long rest.

IMMOVABLE OBJECT

At 10th level, when you are pushed or knocked prone, you can use your reaction to prevent being pushed or knocked prone.

RELENTLESS CHARGE

Also at 10th level, if you move at least 20 feet straight toward a target and then hit it with a melee attack on the same turn, the target takes an extra 1d10 weapon damage. If the target is a Large or smaller creature, it must make a Strength saving throw with a DC equal to $8 + \text{your proficiency bonus} + \text{your Strength modifier}$. On a failed save, the creature is knocked prone.

STEAM-POWERED

Starting at 15th level, damage you cause with a melee weapon that has the heavy property ignores resistance and immunity.

MADE OF IRON

At 18th level, while wearing steam-powered armor, you do not suffer the effects of critical damage to your armor's systems. For example, if your armor's movement systems are damaged, your speed is not reduced, and you push through with sheer strength and determination.

ADVANCE MOVE

Also at 18th level, after rolling initiative but before the first turn of a combat, you may move up to your current speed. You can't use this feature again until you finish a short or long rest. This movement doesn't provoke opportunity attacks.



EQUIPMENT

The weapons carried by Khador's many Man-O-War divisions are universally oversized and sturdy. Melee weapons must be able to withstand the force of a steam-powered strike into enemy warjacks, and firearms are similarly scaled up to maximize the armor's use as a fighting platform.

The items on the Man-O-War Weapons table are martial weapons that can be used only by someone wearing heavy steam armor or by a creature with similar strength and proportions.

MAN-O-WAR WEAPONS

AXE CANNON

Although hybrid gun-axes have existed for many centuries, this heavy weapon is far too large for a normal person to wield. Scaled up to the proportions of heavy Man-O-War armor, it fires a round the size of a small ship's gun. An axe cannon fires light artillery rounds.

This weapon also functions as a great axe.

GRENADE CANNON

The iconic weapon of the Man-O-War bombardier, this breech-loading heavy grenade launcher is fitted with a steam-driven chain blade for close combat. The chain blade's motor requires 5 pounds of coal and water for 30 minutes of use.

You can make a ranged attack with this weapon against a creature that is not within line of sight, but only if the target is within normal range and there is an uninterrupted path for the grenade's trajectory. These indirect-fire attacks have disadvantage, and creatures have advantage on the saving throw to avoid AOE damage.

Although this weapon can be used to make ranged attacks, it includes a chain bayonet, which is a martial weapon that deals 2d6 slashing damage. The chain bayonet requires 1 pound of coal to operate for 1 hour.

A grenade cannon launches fin-stabilized explosives. The standard antipersonnel round detonates in an incendiary blast, but other shell types are also used in certain circumstances. Grenade cannon shells cost 10 gp each.

• **Devil's Gasp.** Devil's gasp is a volatile and toxic alchemical weapon. A devil's gasp grenade deals poison damage instead of fire damage. The AOE of the grenade becomes a toxic cloud that deals 2d10 poison damage to any creature

that enters the area for the first time on a turn or starts its turn there. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

• **Smoke.** A smoke grenade does not deal damage. The AOE of a smoke grenade becomes heavily obscured. A moderate wind (at least 10 miles per hour) disperses the smoke after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

• **Airburst.** An airburst grenade detonates above the battlefield and rains a hail of grapeshot into an enemy formation. Airburst grenades do not have an AOE. Instead, pick a point within normal range that you can see. Each creature in a 30-foot cone originating from that point must make a DC 15 Dexterity saving throw. A creature takes 2d10 piercing damage on a failed save, or half as much damage on a successful one.



MAN-O-WAR WEAPONS

Name	Cost	Damage	Weight	Properties
Axe cannon	300 gp	2d10 piercing	25 lb.	Firearm (range 30/90), magazine (1), special
Grenade cannon	300 gp	2d10 fire	30 lb.	AOE (10), firearm (range 80/240), heavy, magazine (1), special, two-handed
Shield cannon	110 gp	2d10 piercing	55 lb.	Firearm (range 20/60), heavy, magazine (1), special
Shot cannon	400 gp	3d10 piercing	25 lb.	AOE (5), firearm (range 40/120), heavy, magazine (2), special, two-handed

SHIELD CANNON

Carried by Man-O-War shocktroopers, this shield is set with a single-shot cannon. The shield cannon fires light artillery rounds.

SHOT CANNON

This oversized scattergun fires sprays of grapeshot. The cannon fires steamjack-sized scattershot rounds.

The shot cannon's choke controls the distribution of grapeshot in order to help preserve accuracy at long range, but it can be removed to create a widespread fan instead.

Removing the choke takes 1 minute and requires proficiency with a gunsmith's kit. When the choke is removed, the shot cannon fires a 20-foot cone of pellets. Each creature in the cone must make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Dexterity modifier. On a failed save, the creature takes damage equal to the weapon's normal damage.

With the GM's permission, any scattergun can have its choke removed. A scattergun modified in this way follows the rules above for attacks.



DEDICATED MECHANIKAL DEVICES

Many mechanikal devices have a dedicated form and function and work only when empowered with a particular set of runes. The makeup of these devices can change only slightly if they are to remain functional. The power source and specific look of the housing can vary, but the runeplates themselves cannot be altered in any way.

A character fabricating such a device uses the rules for crafting mechanika to determine the cost of materials and length of time required to construct the device's housing and capacitor.

Each dedicated mechanikal device described below identifies the rune points of its dedicated runeplate and the device's capacitor. The Dedicated Mechanika table provides the cost and weight of each item.

DEDICATED MECHANIKA

Item	Cost	Weight
Annihilator blade	310 gp	35 lb.
Frost axe	620 gp	40 lb.
Ice maul	910 gp	50 lb.

ANNIHILATOR BLADE

Rune Points 4, Capacitor (Arcanodynamic accumulator)

This mechanikal halberd serves as the primary weapon of the Man-O-War shocktrooper. It consists of a broad, mechanikally enhanced chopping blade seated on a six-foot haft of machined steel, and it tears through nearly anything.

While this weapon is active, you can roll two additional weapon damage dice when determining the extra damage for a critical hit made with this weapon.

An active annihilator blade requires 1 charge from its capacitor for 1 day of use.

FROST AXE

Rune Points 5, Capacitor (Runelock capacitor)

Patterned after the ice axes wielded by Khadoran Juggernaut warjacks, this mechanikal halberd is enhanced with runeplates that imbue it with the bite of a Khadoran winter.

While this weapon is active, it deals 1d6 extra cold damage, and when you score a critical hit with this weapon, the target is paralyzed for 1 round unless it has immunity to cold damage.

An active frost axe requires 3 charges from its capacitor for 1 day of use.

ICE MAUL

Rune Points 4, Capacitor (Arcanodynamic accumulator)

The famous weapon of the Man-O-War Demolition Corps, this mechanikal maul uses the elemental power of extreme cold to render a target brittle to the touch. Combined with the impact of the maul's head, anything this weapon strikes is likely to shatter on impact.

While this weapon is active, it deals 1d6 extra cold damage. As part of an attack, you can spend 4 charges from the weapon's capacitor to increase the extra damage to 2d10 cold damage.

An ice maul requires 2 charges from its capacitor for 1 day of use.



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