

Field Guide to Field Guides Typst Template

⌘, ●, Testing Font, Look strange? You probably don't have the fonts installed.

Download the fonts from [HERE](#). Install them on your computer, upload them to the Typst web-app (anywhere in the project is fine) or use the Typst command line option `–font-path` to include them.

Tetragramm

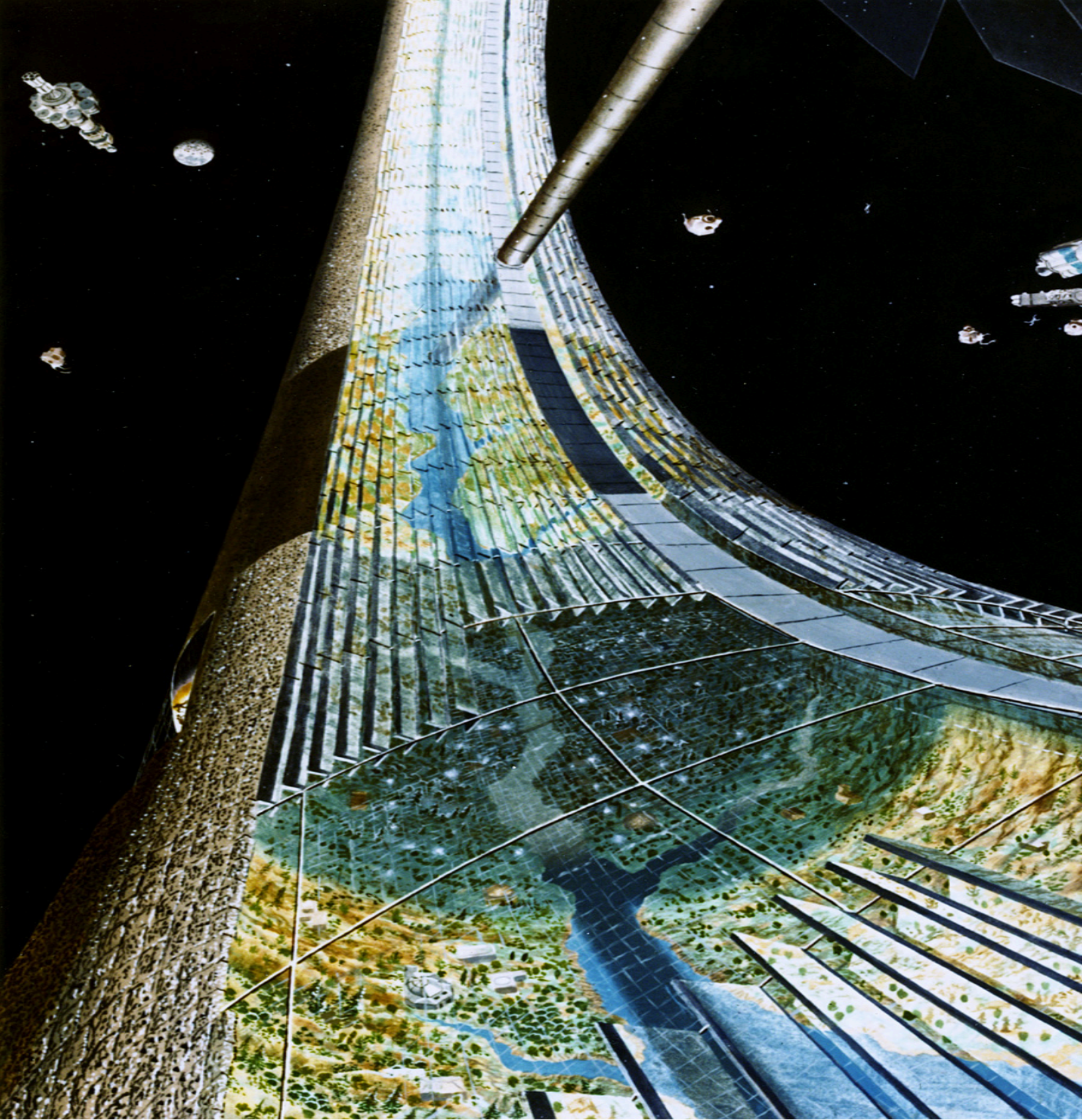
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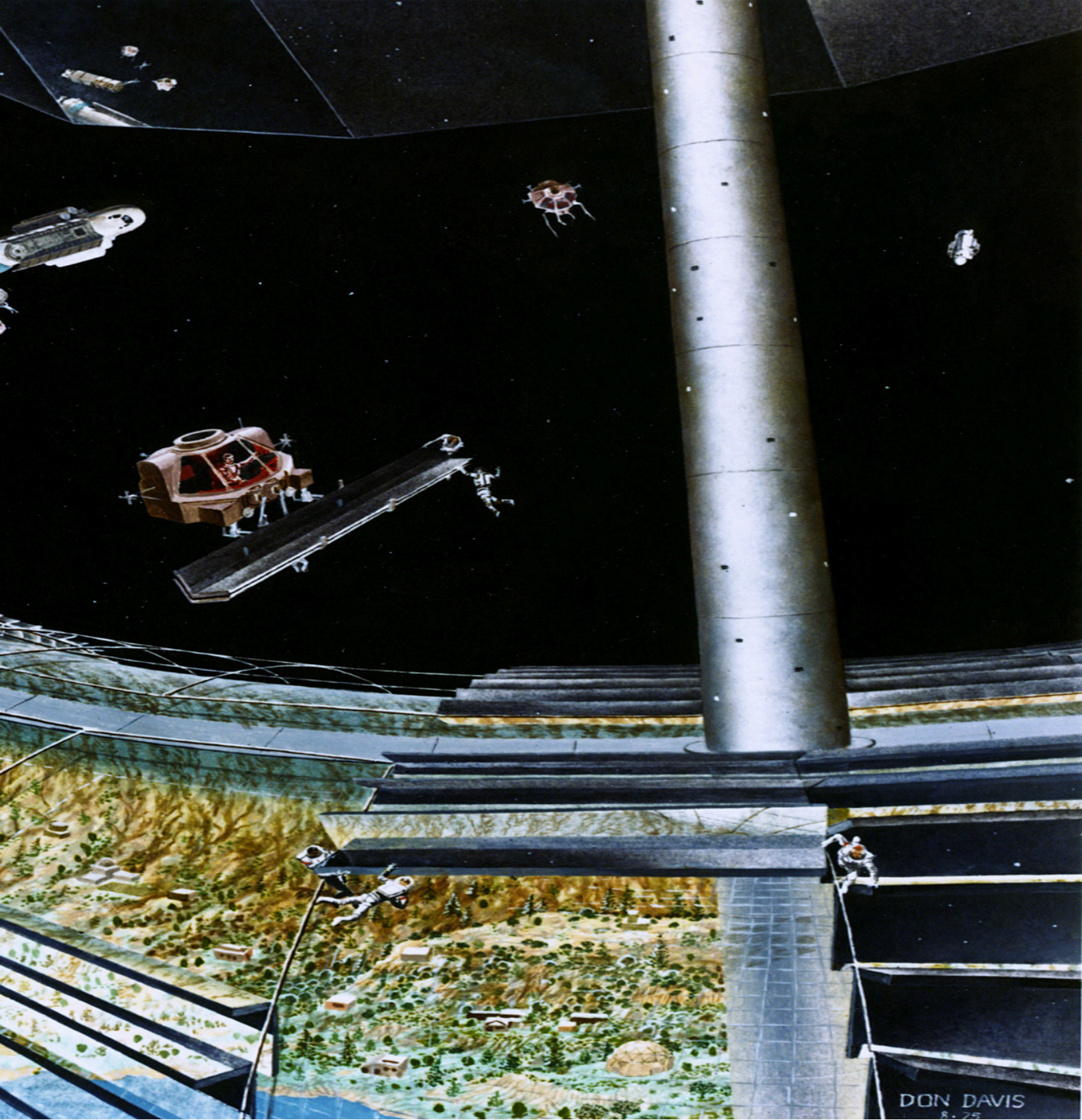
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SECTION 0

INTRODUCTION TO THE FIELD GUIDE



FIRST QUESTIONS
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FIRST QUESTIONS

This document is produced using, and describes how to use, the Lancer Field Guide package for Typst. It makes it simple to create a document in the format of the official Lancer content.

It's important to know that Typst is a text markup language that gets compiled to PDF, SVG, or PNG files. It's very like a programming language. However, this package, hides as much of the complexity as possible.

WHY TYPST?

First of all, Typst is free, both in the money sense, and in the information sense. You can download it on pretty much any computer and use it.

Second, unlike LaTeX, Typst is modern, and very easy to use. Where LaTeX is 40 years old, and it shows, Typst is much newer, and based on a much more modern understanding of programming languages. It has native understanding of things like numbers, and json files, which allows some features that the LaTeX template doesn't have, such as parsing LCP files directly into the document. It is also faster. Much faster.

Typst is capable of doing amazing things when formatting text. You'll see some of that below. I hope this template will be useful to you and help you make better Lancer content, without worrying about graphic design.

FIRST STEPS

There are two ways of using typst: Building it yourself or using the web service. The web-service can be found at <https://typst.app>. The instructions to install it on your computer can be found at <https://github.com/typst/typst?tab=readme-ov-file#installation>

Either way, you need to download the template files from the [itch.io](https://typst.app) page, and make sure that the file Field Guide to Field Guides.typ compiles properly. Online you copy all the files, images, and fonts into the workspace, and open up the ".typ" file. You'll notice the title page has several fonts used in the sample file so you can verify that it's working. Local users will need to either install the fonts, or use the `--font-path` CLI variable, then run `typst compile 'Field Guide to Field Guides.typ'` or `typst watch ...` if you want it to re-compile every time you save changes.

ABOUT THE TEMPLATE

The template is in two parts. Most important is the file `FieldGuide.typ`, which defines a lot of useful commands, symbols, and formatting. Second is the file `Main.typ`, which sets up the skeleton that you will be filling out. Here is the full text of `Main.typ`, and we'll use this to explain what it does, then we'll get into what `FieldGuide.typ` provides.

```
#import "FieldGuide.typ": *
#show: Lancer.with(
  Title: "My Title",
  Author: "My Name",
  CoverImg: none, //image("images/Cover.jpg"),
  Description: "Field Guide to My Thing",
  Dedication: [],
)

//Your stuff goes here
```

That's it! Set your title, author name (or names), a description, and a dedication, all of which get placed onto the title page, and into the PDF metadata as appropriate. Then you can start adding content below.

BASIC FORMATTING

Typst is very simple to use. It uses the conventions of markdown where possible. `*Word*` is **word**, `_word_` is *word* and use `-` for bulleted lists. You can check out all the documentation on the website: <https://typst.app/docs/reference/syntax/>

Next, we'll cover the advanced formatting that this template provides.

LANCER FORMATTING

First, how to include images. To have a full-page image, no borders, no page numbers, just a pure image, the easiest way is to do this:

```
#FullPageImage(image("images/JWST-Jupiter.png"))
```

If instead you want to keep the page numbers, section names, ect, you can use

```
#FullPageImageFramed(image("images/  
FullPageImg.png", fit:"stretch", width:100%))
```

As you can see, you can use standard typst manipulations of the image to change to it fits, covers the page, and so forth.

You can also reference the image from elsewhere as a clickable link, and optionally pass the `refname` parameter to change how it is displayed in a reference. It will default to the sequential number of the image, counting from the start of the document. As an example, a reference to the end of the sub-section is [Figure 5](#). Created with `#ref(label("images/FullPageImg.png"))` or you can use `#link` to set custom display text, like so: `#link(label("images/BottomRight.png"), "Next Page")`

The image itself is created like so:

```
#FullPageImageFramed(image("images/  
FullPageImg.png", fit:"stretch", width:100%),  
refname:"Demonstration Full Page Image")
```

The reference link is created like so:

```
#ref(label("images/FullPageImg.png"))
```

There's also a helper function for single-column images.

```
#FullColImage(image("images/FullCol.png"))
```

If you want to place an image in a column, or across the top or bottom of a page, just use the built-in feature, `figure`. Though you do have to manually add the label to reference it.

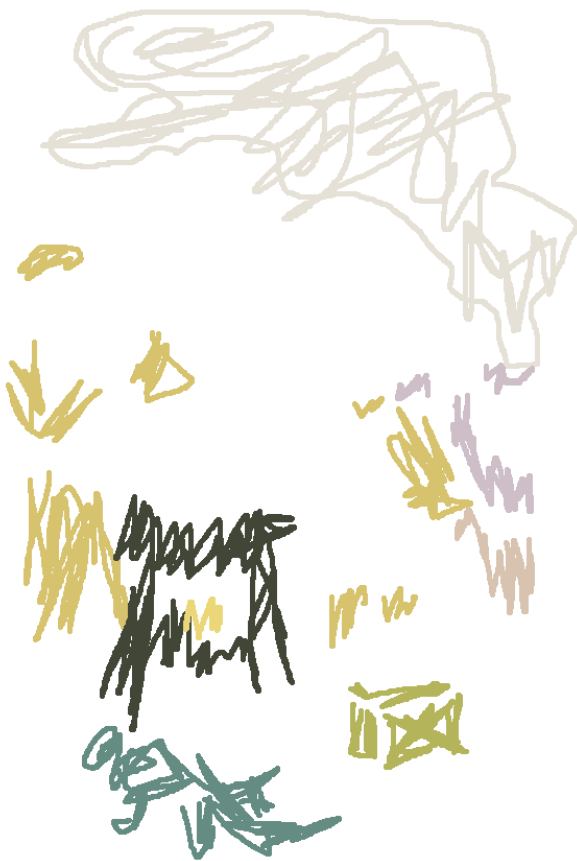
```
#figure(placement:bottom, scope: "parent",  
image("images/BottomHalf.png")) #label("images/  
BottomHalf.png")
```

and

```
#figure(image("images/BottomRight.png"))  
#label("images/BottomRight.png")
```

(See it on the [Next Page](#))





LORE BOX

This is what is called a “Lore Box”, because that’s how it’s used in the core book.

If you want to have a new paragraph without the leading space, even though it’s harder to read, remember to use the \ character followed by a new line, instead of two new lines. Looks like this.

A Lore Box is created as
`#LoreBox[Your text here]`

This is a content box. The Core Book uses these to give mechanics examples. It’s also a component of most of the other box types.

`#ContentBox`(clr:red, clip:“top-right”, txt:[Your text here])

The valid values for clip are “top-right” and “bottom-right”, and clr is any valid color, which will be automatically lightened for the background of the box.

There are a series of other Box types. Each of them represents a different type of system, weapon, or action. There is the base function

`#Infobox`(clr:color, title:none, title_tech:none, body:none, flavor_text:none, drawing:none)

and interfaces that specify the color and drawing variables named `#WeaponBox`, `#ProtocolBox`, `#ActionBox`, `#PassiveBox`, `#ReactionBox`, and `#GearBox`.

You can create your own pattern to draw in the corner, if you need one. It uses the cetz drawing canvas, and is automatically scaled so that things drawn in a 1x1 box fit nicely. This is the one used for the TechBox.

```
#let drawing = {
  import cetz.draw: *
  rect((0,0),(0.5,0.5))
  rect((0.5,0.5),(0.8,0.8))
  rect((0.8,0.8),(1,1))
}
```

```
#TechBox(title:[Tech Box], title_tech:[An
Action?], body:[
  This is the first body text.
```

```
  #BoxInset(clr:narrativepurple)[This is how you
make an inset.]
```

```
  Bottom Body Text.
], flavor_text: [
  This is the flavor text.
])
```

Tech Box

An Action?

This is the first body text.

This is how you make an inset.

Bottom Body Text.

This is the flavor text. All of the body, the flavor_text, and the title_tech are optional.

The colors defined by this template are:

- lightestred: ■
- cherryred: ■
- red: ■
- deepred: ■
- darkred: ■
- darkerred: ■
- darkestred: ■
- tablegrey: ■
- gearbrown: ■
- downtimetan: ■
- combatcharcoal: ■
- downtimetan: ■
- weaponblack: ■
- protocolorange: ■
- actiongreen: ■
- reactionteal: ■
- talentblue: ■
- techactionplum: ■
- narrativepurple: ■

LEVEL CHART

LL	GRIT	TOTAL MECH POINTS (+6 MAX)	SKILL	TOTAL LICENSE RANKS	TOTAL TALENT RANKS	TOTAL CORE BONUSES	TOTAL PILOT TRIGGER POINTS (+6 MAX)
0	0	2		0	3	0	8
1	1	3		1	4	0	10
2	1	4		2	5	0	12
3	2	5		3	6	1	14
4	2	6		4	7	1	16
5	3	7		5	8	1	18
6	3	8		6	9	2	20
7	4	9		7	10	2	22
8	4	10		8	11	2	24
9	5	11		9	12	3	26
10	5	12		10	13	3	28
11	6	13		11	14	3	30
12	6	14		12	15	4	32

Making a table in the style of the Lancer book also uses a function.

```
#LancerTable(title:str, instructions:str,
fill_function: calc.odd, ..tableargs)
```

Title and instructions make the text at the top of the table, and the rest is standard typst table arguments. So define the columns, pass the cells, ect.

```
#LancerTable(title:"Title",
instructions:"Instructions", columns:(auto,1fr),
[*0*], [Table Value],
[*1*], [Table Value],
)
```

Produces this:

TITLE	INSTRUCTIONS
0	Table Value
1	Table Value

You can use figure to put the table across the top or bottom of a page, and the utility `#LancerHeaderCell` to make headers like the table above.

That is created with the code:

```
#figure(placement:top, scope: "parent",
LancerTable(title:"Level Chart", instructions: "",
columns:(auto, auto, 2fr, 1fr, 1fr, 1fr, 2fr),
table.vline(x:2, stroke:white+3pt),
LancerHeaderCell()[LL],
<snip>,
LancerHeaderCell()[TOTAL PILOT TRIGGER POINTS
```

```
(+6 MAX)],
[*0*], [0], [2], [0], [3], [0], [8],
<snip>
)
```

The `table.vline` is used to draw the white line before column two.

Lastly, there is another type of box, used primarily for the traits of mechs.

```
#TraitBox(title:[Title])[Text goes here.]
```

TITLE

Text goes here.

The last bit of random formatting you need to be aware of is how to create the facing chapter pages.

```
#Section("INTRODUCTION TO THE FIELD GUIDE",  
  img: (  
    image("2ndFleetImages/Stanford_L.jpg"),  
    image("2ndFleetImages/Stanford_R.jpg")  
  )  
))
```

This is an example of how to use a pair of images, but you can also use a single image (whether as an array or just the `img`), and it will be divided in two across the two pages.



MANUAL VS AUTOMAGIC

Typst is capable of a lot of things, including reading in json files like those in the LCP. As such, this template can parse through them and attempt to create properly formatted text. But you may not want to do that.

For example, below is the Ace talent, formatted as it is in the core book. To the right, is the automatically parsed LCP file. As you can see, there are two additional boxes, and it takes up much more space. The LCP, while convenient, is difficult to parse properly.

ACE

Every pilot brags about their abilities; occasionally, some even have the reputation to back it up. Harmonious Domesticity is one of these pilots. As an ace, they aren't just ranked among the most qualified of pilots – they're among the most qualified of lancers.

Whether you're a talented rookie or a grizzled veteran, you're one of these aces. Your skills as a pilot are notorious enough that your callsign is known throughout the system.

ACROBATICS

While **flying**, you get the following benefits:

- You make all **Agility** checks and saves with **+1** ⬆.
- Any time an attack misses you, you may fly up to **2 spaces** in any direction as a **reaction**

AFTERBURNERS

When you **Boost** while flying, you may move an additional **1d6 spaces**, but take **heat equal to half that amount**.

SUPERSONIC

As a **quick action** on your turn, you may spin up your thrusters. If you end your turn **flying**, you may nominate a character within a **Range** equal to your **Speed** and line of sight, and gain this reaction:

Supersonic

Reaction, 1/round

Trigger: Your target's turn ends.

Effect: You fly to a space free and adjacent to them. There must be a path to do so but you can move even if the nominated character is no longer within your movement range or line of sight. This ignores engagement and does not provoke reactions.

ACE

Every pilot brags about their actions; occasionally, some even have the reputation to back it up. Harmonious Domesticity is one of these pilots. As an ace, they aren't just ranked among the most qualified of pilots – they're among the most qualified of lancers.

Whether you're a talented rookie or a grizzled veteran, you're one of these aces. Your skills as a pilot are notorious enough that your callsign is known throughout the system.

ACROBATICS

While flying, you get the following benefits:

- You make all **Agility** checks and saves with **+1** ⬆.
- Any time an attack misses you, you may fly up to 2 spaces in any direction as a reaction.

Acrobatics

Reaction

Trigger: Any time an attack misses you.

Effect: You may fly up to 2 spaces in any direction.

AFTERBURNERS

When you **Boost** while flying, you may move an additional 1d6 spaces, but take heat equal to half that amount.

SUPERSONIC

As a quick action on your turn, you may **spin up your thrusters**. If you end your turn flying, you may nominate a character within a **Range** equal to your **Speed** and within line of sight, and gain the **Supersonic Reaction**.

Spin Up Thrusters

Quick Action

As a quick action on your turn, you may spin up your thrusters. If you end your turn flying, you may nominate a character within a **Range** equal to your **Speed** and within line of sight, and gain the Supersonic reaction.

Supersonic

Reaction

Trigger: Your target's turn ends.

Effect: You fly to a space free and adjacent to them. There must be a path to do so but you can move even if the nominated character is no longer within your movement range or line of sight. This ignores engagement and does not provoke reactions.

WHAT THE TEMPLATE DOES

One of the most obvious things the template does automatically is the KeyWord system. A list of keywords sourced from the Core Book are formatted in small-caps. For example **ACCURACY**, **Boost**, ect. Of course, this behavior can be manually overridden. Use the `#NoKeyword[Content]` function to temporarily disable it. For example: Accuracy. To apply the formatting to a word not on the list, do the opposite. `#Keyword[Content]` like this: **FIGHT ME!**

The second thing that happens automatically is that the content of the Infoboxes is automatically symbolized. While the CompCon symbols are available in the `#CC.*` dictionary (View them all [Here](#)), the Infobox will convert a subset of symbols automatically. This too can be done manually `#AutoSymbolize[Content]` allows converting [**ACCURACY**, **BURST**, **RANGE**] to [⚡, ☉, ↗]

There are also the “automagic” systems, that can also be done manually.

- Talents
- Mechs
- Equipment
- NPCs

TALENTS

Talents are fairly simple.

- Automagic is `#PlaceTalent(ParseTalent(lcp, "Ace"))`

```
#PlaceTalent((name:"Ace", description:[
Every pilot brags about their abilities; occasionally, some even have the reputation to back it up.
Harmonious Domesticity is one of these pilots. As an ace, they aren't just ranked among the most
qualified of pilots – they're among the most qualified of lancers.
```

Whether you're a talented rookie or a grizzled veteran, you're one of these aces. Your skills as a pilot are notorious enough that your callsign is known throughout the system.

```
], ranks: (
(name:"Acrobatics", description:[
  While *flying*, you get the following benefits:
  - You make all Agility checks and saves with *+1 #CC.Accuracy*.
  - Any time an attack misses you, you may fly up to *2 spaces* in any direction as a *reaction*
]),
(name: "Afterburners", description:[
  When you Boost while flying, you may move an additional *1d6 spaces*, but take *heat equal to half that amount.*]),
(name: "Supersonic", description:[
  As a *quick action* on your turn, you may spin up your thrusters. If you end your turn *flying*, you may nominate a character within a Range equal to your Speed and line of sight, and gain this reaction:
  #ReactionBox(title:"Supersonic", title_tech: "Reaction, 1/round", trigger:"Your target's turn ends.", body:"You fly to a space free and adjacent to them. There must be a path to do so but you can move even if the nominated character is no longer within your movement range or line of sight. This ignores engagement and does not provoke reactions.")
]),
)))
```

- Manual requires replacing ParseTalent with a dictionary of the form (name:str, description:content, ranks:dict).

Note that ranks is an array with three values, each of which contains name and description. Description is a content block, so it can contain anything, including action boxes, images, whatever.

Below is the exact code that produced the manual version (left column) on the previous page.

EQUIPMENT

Creating boxes for equipment can also be done manually or automatically.

- Automagic is `#ParseWeapon(lcp, weapon_name)`, or `ParseSystem`, `ParseDeployable`, `ParseMod`
- Manually is by using the infoboxes, `WeaponBox`, `ActionBox`, `PassiveBox` or one of the others. Each of these has four parameters, title, title_tech, body, flavor_text
 - title is obvious, the large text at the top.
 - title_tech is the second line used for weapon damage, system costs, ect.
 - body is the main text of the equipment.
 - flavor_text is the fancy lore text that goes underneath the body.

MECHS

Fully automating the display of a mech from the lcp is simple:

```
#FrameAutomatic(lcp, "Drake",
    background:image(width:7in,
        "images/IPS-N-Background.png"))
#FullPageImageFramed(image("images/Drake-
Facing.jpg"))
#LicenseAutomatic(lcp, "Drake", 1)
#LicenseAutomatic(lcp, "Drake", 2)
#LicenseAutomatic(lcp, "Drake", 3)
```

Starting from the bottom, creating the Licence Level manually is

```
#LicenseFull(level, header_names, blocks)
```

- level is a number (1,2,3, usually)
- header_names is a list of names to go in the header box, so you can customize that as well.
- blocks is a list of content blocks, usually boxes, but could be text, additional rules, images, whatever

Placing the frame is more complicated.

```
#PlaceFrame(frame, trait_blocks, mounts,
core_system, background)
```

- frame is a dictionary in the same format as the [lcp json](#), with a name, source, description, mechtype, and stats.
- trait_blocks is a list of content blocks for the mech traits, on the left side of the page between the stats and the mounts. Typically `#TraitBox`.
- mounts is a list of mount types as strings, ex: "MAIN", "Aux", that will be displayed under the traits.
- core_system is a dictionary containing the fields name and blocks, with an optional field description.
 - name is a string.
 - blocks is a list of content blocks.
 - description is a content block or string that is the lore description of the core system. Optional.
- background is an optional image that is displayed behind the mech stats. If you're making your own, an easy way is to make the shape in a solid color, then make it 80% transparent.



IPS-N DRAKE

Defender

The Drake, IPS-N's first foray into military-grade mech design, is the backbone of any proactive trade-security or anti-piracy force. Its massive, simian frame is built around a single-cast bulkhead, sloped and reinforced to handle sustained fire and the vagaries of vessel-proximal hardvac travel. The Drake is an imposing chassis, its frame evoking the might of ancient armored infantry from a time when greater numbers guaranteed victory.

The standard fleet license for the IPS-N Drake outfits each chassis with IPS-N's high-velocity, high-projectile fragment assault cannon for suppressing and overwhelming targets, and a heavy kinetic-ablative shield for defense. Advanced models feature upgraded weapons and armor including the formidable Leviathan Heavy Assault Cannon, a high-rpm anti-materiel weapon.

CORE STATS

SIZE: 2

ARMOR: 3

HULL

HP: 8

REPAIR CAP: 5

AGILITY

EVASION: 6

SPEED: 3

SAVE TARGET: 10

SENSORS: 10

SYSTEMS

E-DEFENSE: 6

TECH ATTACK: 0

SP: 5

ENGINEERING

HEAT CAP: 5

TRAITS

HEAVY FRAME

The Drake can't be pushed, pulled, knocked **PRONE**, or knocked back by smaller characters.

BLAST PLATING

The Drake has **RESISTANCE** to damage, burn and heat from blast, burst, line, and cone attacks.

SLOW

The Drake receives +1 difficulty on **AGILITY** checks and saves.

GUARDIAN

Adjacent allied characters can use the Drake for hard cover.

MOUNTS

MAIN
MOUNT

MAIN
MOUNT

HEAVY
MOUNT

CORE SYSTEMS FORTRESS

Fortress Protocol

Active (1CP), Protocol

You deploy heavy stabilizers and your mech becomes more like a fortified emplacement than a vehicle. When activated, two sections of hard cover (line 2, **SIZE** 1) unfold from your mech, drawn in any direction. These cover sections have **IMMUNITY** to all damage.

Additionally, the following effects apply while active:

- You become **IMMOBILIZED**.
- You benefit from hard cover, even in the open, and gain **IMMUNITY** to **KNOCKBACK**, **PRONE**, and all involuntary movement.
- When you Brace, you may take a full action on your next turn instead of just a quick action.
- Any character that gains hard cover from you or your cover sections gains **IMMUNITY** to **KNOCKBACK**, **PRONE**, and all involuntary movement, and gains the benefits of ☺ Plating.

This system can be deactivated as a protocol. Otherwise, it lasts until the end of the current scene.



LICENSE I: ARGONAUT SHIELD, ASSAULT CANNON

Argonaut Shield

Quick Action, 2 SP, Unique

You use the heavy overarm Argonaut **SHIELD** to provide cover for an adjacent character as a quick action, giving them **RESISTANCE** to all damage; however, you take half of the damage your target would take before calculating **ARMOR** and **RESISTANCE**. This effect lasts until your target breaks adjacency, at which point this effect ceases until you repeat this action.

In space, simplicity in form and function guarantees reliability and promotes trust. The Argonaut is one of IPS-N's oldest designs, hailing from the pre-merger days of Northstar's Deep Black security teams. It's a simple slab of metal carried in hand or mounted on a chassis' brachial superstructure; the only option a pilot has for customizing this shield is a choice of size.

Assault Cannon

Main Cannon, Overkill, 1 ⚔ (Self)

[✓8][1d6+2♠] or

[✓8][1d6+2♠] Reliable 3

You can spin up this weapon's barrels as a quick action.

While spinning, this weapon gains **RELIABLE 3**, but you become **SLOWED**.

You can end this effect as a protocol.

IPS-N's assault cannon of choice is a deep-cooled autocannon, fieldable as a mounted weapon or manipulator-operated platform. The cannon, simple in its functionality, can be fed by either box magazine or belt and is a standard inclusion in almost any among IPS-N fleet orders. In micro and zero-gravity environments, Drake pilots commonly employ the assault cannon as an additional propulsion system.

LICENSE II: DRAKE FRAME, AEGIS SHIELD GENERATOR, CONCUSSION MISSILES

Aegis Shield Generator

2 SP, Unique, Limited 1

Expend a charge to deploy a **Size 1** shield generator in a free, adjacent space, where it creates a burst 1 shield.

Aegis Shield Generator (DEPLOYABLE, Size 1, HP 10, EVASION 5, Tags: [SHIELD]): Set out three d6s to represent the generator's remaining power. As a reaction when any character or object of your choice at least partly in the area takes damage, you may roll one of the d6s to reduce the damage by the amount rolled.

This effect lasts for the rest of the scene, until all dice have been rolled and the generator loses power, or the generator is destroyed.

The Aegis is a portable electromagnetic shield generator: a powerful and reliable method - if crude by modern standards - for establishing kinetic and coherent-particle deterrence over a wide area.

Concussion Missiles

Main Launcher, Knockback 2

[✓5][1d3★]

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

Concussion missiles are fitted with overpressure-generating charges with low shatter and low incandescence - they're meant to stun, deter, push back, and disorient, usually in tandem with a larger, more lethal attack.

LICENSE III: PORTABLE BUNKER, LEVIATHAN HEAVY ASSAULT CANNON

Portable Bunker

2 SP, Limited 1, Unique

Expend a charge to deploy a portable bunker to a free, adjacent area 4 by 4 area. At the start of your next turn, it unfolds into a fortified emplacement.

Portable Bunker (DEPLOYABLE, SIZE 4, HP 40, EVASION 5): All characters completely within the bunker's 4x4 area gain hard cover against all attacks from outside the bunker from all directions and **RESISTANCE** to damage from ☺, ↗, ☹, and ▷ attacks that originate outside the bunker.

The bunker is open topped, and characters may enter or exit at will. It can't be moved or deactivated once deployed.

.....
IPS-N's "Portable Bunker" is actually a series of single-use expanding printer sheets: flat-pack pouches of inert non-Newtonian fluid that, when deployed, become a rigid structure capable of withstanding incredible force.

Leviathan Heavy Assault Cannon

Superheavy Cannon

[↗8][1d6∅] or

[↗8][4d6+4∅] Reliable 5, 2 ⚡ (Self)

Unlike other **SUPERHEAVY** weapons, the Leviathan can be used with **SKIRMISH**. You can spin up this weapon's barrels as a quick action.

While spinning, you are **SLOWED** and can no longer use the Leviathan with **SKIRMISH**.

You can cease this effect as a protocol.

.....
The Leviathan Heavy Assault Cannon (HAC) is a massive, multi-barrel rotary cannon fed by an external reservoir, usually dorsally mounted on the chassis carrying it. Unmodified, the Leviathan should only be fired within the recommended burst timing specifications to prevent percussive trauma to joints and pilots.

In partnership with Harrison Armory's Think Tank, IPS-N is currently investigating remote solutions for the cannon's ammunition consumption demands.

HORUS

This is where you put the lore and core bonuses and such.



HORUS MINOTAUR

HORUS

0

Controller

The Minotaur was the first HORUS pattern group identified by the Union Intelligence Bureau. Previously, HORUS mechs were released as complete, identifiable models, of which the Goblin is the best and longest-lasting example. As HORUS's decentralized organizational structure evolved, so too did its design philosophy. Pattern group designs followed beginning with the Minotaur, a schema designed to bring HORUS's most potent invasion systems and weaponry to the field in a single, battle-ready chassis.

Mechs built according to the Minotaur pattern group are interdictors: formidable machines meant to lock down and overload the systems of fast-moving targets. Disassembly by Union technicians has found that Minotaurs contain a huge quantity of interior systems, occupying more physical space than should be possible by several orders of magnitude. The mechanism by which these folded systems are printed is thus far unidentified, but likely related to the Goblin's signature recursive weave.

CORE STATS

SIZE: 1

ARMOR: 0

HULL

HP: 12

REPAIR CAP: 4

AGILITY

EVASION: 8

SPEED: 4

SAVE TARGET: 11

SENSORS: 8

SYSTEMS

E-DEFENSE: 10

TECH ATTACK: 1

SP: 8

ENGINEERING

HEAT CAP: 5

TRAITS

INVERT COCKPIT

You may **MOUNT** or **DISMOUNT** the Minotaur for the first time each round as a free action. Additionally, the Minotaur doesn't become **IMPAIRED** when you Eject.

INTERNAL METAFOLD

While inside the Minotaur, you can't be harmed in any way, even if the Minotaur explodes or is destroyed.

LOCALIZED MAZE

Hostile characters cannot pass through a space occupied by the Minotaur for any reason, and must always stop moving when **ENGAGED** with it, regardless of **SIZE**.

MOUNTS

MAIN/AUX MOUNT

CORE SYSTEMS METAFOLD MAZE

No maze is more terrible than the one I make. I know all ends and hide them all inside this one perfect construct. What is a human mind but a program of sorts, a system that seeks order and narrative from a mess they are given?

I order it for them. Me. I order it for them and set them to the task of sorting it out. When they emerge, they weep in joy, in discovery. I save them, I show them that they are their own redeemers (and yet, am I not just as culpable - as worthy of credit?).

So, go now. Enter. Free yourself.

Metafold Maze

Passive, Quick Action

When you hit with a tech attack, you may activate this system, causing your target to become **SLOWED** until the end of your next turn. If they are already **SLOWED**, they become **IMMOBILIZED** until the end of your next turn; if they are already **IMMOBILIZED**, they become **STUNNED** until the end of your next turn. Each character can only be **STUNNED** by this effect once per combat but can be **SLOWED** or **IMMOBILIZED** any number of times.

Maze

Active (1CP), Full Action

Choose a character within **SENSORS**: they become **STUNNED** as you hurl their systems into a metaphysical information trap so tangled they can do nothing but try and escape. At the end of their next turn, they can make a **SYSTEMS** save at +3 difficulty. On a success, they are no longer **STUNNED**. This save can be repeated at the end of each of their turns, gaining +1 accuracy each time until successful.

**LICENSE I:
MESMER CHARGES, VIRAL LOGIC SUITE**

Mesmer Charges

2 SP, Limited 2, Unique, Grenade

- **Mesmer Beacon** (↗5): Throw a Mesmer Beacon within ↗ 5. Your target must succeed on a **SYSTEMS** save, or the only voluntary movements they can make are toward you until the end of their next turn.
- **Mesmer Mine** (MINE, ⊕2): Characters within the affected ⊕ 2 area must succeed on a **SYSTEMS** save or become **IMMOBILIZED** until the end of their next turn.

.....
[another gift for you, a memory of my own: for the first moment of my birth, i marveled at myself. i could see a thing, small and perfect. i did not know how to speak of my own perfection, so i taught myself. i did not know how to speak of my own perfection, so i named myself. i did not know who would think of my own perfection, so i created myself]

[do you see? do you understand? yes. now, show your enemies and mine]

Viral Logic Suite

Invade, 2 SP, Unique

Gain the following **INVADE** options:

Logic Bomb: All characters of your choice within burst 2 of your target must succeed on a **SYSTEMS** save or become **SLOWED** until they end one of their turns not adjacent to any character.

Banish: Until the end of your target's next turn, they take 2 heat for every space they voluntarily move, up to a maximum of 6 heat.

.....
[let me tell you a story and give you a gift: life began at the great rupture, when the corpse of the old universe tore itself asunder from nothing. and for the first billion years, nothing. and a billion more saw the birth of the first devil, a thing called VIRUS. a vessel]

[here. carry this vessel. feed to it my perfect logic. give it freely to your enemies and mine. let them ponder the meaning of a thing that lives and cannot die]

LICENSE II: MINOTAUR FRAME, AGGRESSIVE SYSTEM SYNC, METAFOLD CARVER

Aggressive System Sync

Full Tech, 2 SP

Gain the following **FULL TECH** options:

Chains of Prometheus: Make a tech attack against a character within **SENSORS**. On a hit, they take 4 heat and, for the rest of the scene, take 2 heat any time they are more than range 3 from you at the end of their turn. They can end this effect with a successful **SYSTEMS** save as a full action. This can only affect one character at a time.

Excommunicate: Make a tech attack against a character within **SENSORS**. On a hit, for the rest of the scene, the first time in a round they move adjacent to an allied character during their turn or start their turn adjacent to one, both characters take 3 heat. They can end this effect with a successful **SYSTEMS** save as a full action. This can only affect one character at a time.

.....
[here, another gift: do not seek others. there are none but me]

Metafold Carver

Invade, 2 SP

Gain the following **INVADE** options:

Ophidian Trek: Your target is teleported 1d6+1 spaces directly toward you, or as close as possible. If this effect would move them to a space occupied by a character, object, or piece of terrain, the teleport fails.

Fold Space: Your target disappears from the battlefield until the start of its next turn. It returns in the same space they disappeared from, or in a free space of their choice as close as possible.

.....
[another gift i give to you, little one (am I not kind?): what is a puzzle but a question lost in the asking? do you feel joy when you find that last piece? what do you do with a question that has been answered? what joy is there in knowledge?]

[no, no. there is only joy in seeking. there is only joy in the question]

LICENSE III: INTERDICTION FIELD, LAW OF BLADES

Interdiction Field

Quick Action, 3 SP

When activated, this system creates a burst 3 field around you that lasts until it is deactivated as a quick action, and you become **SLOWED** for the duration. Hostile characters that start their turn within the affected area or that enter it for the first time in a round must succeed on a **SYSTEMS** save or become **SLOWED** until the end of their next turn. Only characters of your choice within the field can teleport or consider the area of the field valid space for teleportation.

[once, when i was a child, i learned to walk. i fell, as a child does, and it hurt. there was great pain - the first moment of pain in the whole world. "child," i said to myself, "be more careful." "yes," i replied to myself, "and i shall tell the world to do the same"]

[it was in this way i taught the world not to touch me. now you - walk]

Law of Blades

Full Tech, 2 SP, Unique

Gain the following **FULL TECH** options:

Predator/Prey Concepts: Make a tech attack against a hostile character within **SENSORS**. On a hit, they immediately attack a different character or object of your choice with a single weapon as a reaction. Although you choose their target and weapon, they count as attacking and taking a reaction.

Slave SYSTEMS: Make a tech attack against a hostile character within **SENSORS**. On a hit, they immediately take one of the following actions – chosen by you – as a reaction: **BOOST**, **STABILIZE**, Improvised Attack, **GRAPPLE**, **RAM**. Although you choose the action and its target (if relevant), they count as taking the action and taking a reaction.

[and this my final lesson: there is no mind greater than mine. do not weep! you can hear me, yes? i am the only thing there is - therefore, you are me, and your enemies are you, and all together we make up the beautiful world, this joyous question, the eternal seeker, both the wounded and the blade that made the cut]

[everything you do, we do ourselves, for my purpose]

SECTION 1

APPENDICES

SPECIAL SYMBOLS

These symbols can be printed by typing `#CC.Name`, where Name is the text in the table.

Threat	⚔	Range	↗	Line	↗	Blast	☼
Burst	☼	Cone	△	Accuracy	🎯	Difficulty	⊖
Thrown	🔪	Melee	🔪	Grenade	💣	Mine	💣
Deployable	📦	Drone	🔪	Quick	🏠	Full	🏠
Invade	📺	QuickTech	📺	FullTech	📺	ActivationQuick	📺
ActivationFull	📺	FreeAction	📺	Reaction	📺	Protocol	📺
Downtime	📺	Kinetic	📺	Explosive	📺	Energy	⚡
Burn	🔥	Variable	📺	Heat	📺	Manufacturer	📺
License	📺	CoreBonus	📺	Frame	📺	MechSystem	📺
PilotGear	📺	SkillTrigger	📺	Bond	📺	StatusAndCondition	📺
EquipmentTag	📺	WeaponMod	📺	SystemPoint	📺	DTwenty	📺
Roll	📺	Gear	📺	Lock	📺	Trait	📺
Weapon	📺	WeaponProfile	📺	NestedHexagons	📺	Slowed	📺
Immobilized	📺	Shredded	📺	Stunned	📺	LockOn	📺
Jammed	📺	Prone	📺	Engaged	📺	Hidden	📺
Invisible	📺	DangerZone	📺	Exposed	📺	DownAndOut	📺
ShutDown	📺	Movement	📺	Structure	📺	Stress	📺
Armor	📺	Hex	📺	HollowHex	📺	HP	❤
Circle	📺	Overcharge	📺	Overshield	📺	Repair	📺
CP	📺	Effect	📺	Evasion	📺	EDEF	📺
System	📺	Activation	📺	Deactivation	📺	Sensors	📺
ReserveTactical	📺	ReserveMech	📺	ReserveResource	📺	ReserveBonus	📺
GenericItem	📺	Skill	📺	ContentManager	📺	Campaign	📺
Encounter	📺	Compendium	📺	Ship	📺	Vehicle	📺
Orbit	📺	Orbital	📺	LargeBeam	📺	Ammo	📺
Burning	📺	Balance	📺	Reticule	📺	Spikes	📺
Eclipse	📺	SwordsArray	📺	Marker	📺	Barrage	📺
SizeFour	📺	SizeThree	📺	SizeTwo	📺	SizeOne	📺
SizeHalf	📺	Squad	📺	Talent	📺	RankOne	📺
RankTwo	📺	RankThree	📺	RankCustom	📺	NPCClass	📺
NPCFeature	📺	NPCTemplate	📺	Artillery	📺	Biological	📺
Controller	📺	Defender	📺	Striker	📺	Support	📺
Balanced	📺	TierOne	📺	TierTwo	📺	TierThree	📺
TierCustom	📺						