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BUONA SERA

A Cut above the Rest.

SSC likes to keep their assets under control. This is an understatement. What many don't know is that in order to perfect a prototype many, many trials must be made. And certain prototypes do not like their status as such. Especially when the first machine is concerned. In order to quell delusions concerning notions like "personal freedom", "unruly behavior" and "disloyalty to the company" the Buona Sera division was created. Under Sec-Com it was tasked with the suppression of revolts on Corpo-owned planets and elimination of critical assets of opposing sides. And as SecCom fell, so did Buona Sera cease activities. At least officially.

Buona Sera's continued existence is one of the best kept secrets of SSC, allowing them to continue operations in morally and legally darker tones. Often embedded into other SSC divisions the members of the Buona Sera monitor from within, sleeper agents ready to be awakened. Only recently have reports landed on Union Desks detailing their brutal Modus Operandi and murky dealings, yet many remain buried among other reports that came in from Ludra's World (now Free Sanjak). Buona Sera is outfitted with some of the newest and most experimental tech offered by the manufacturer, going so far that certain operatives are equipped with prototypes to be used in field testing. The reasons as to why SSC is operating within the Pillars is unknown, only speculations can be made, but most likely it is profit and concerns about new and emerging technologies found within Lanika Corp.

BUONA SERA Core Bonuses

HEAT BLEED ELIMINATION

Rather inelegant by SSC standards, directed Micro-Phosphorus charges allow frames to "disappear" from digital sensors whilst saying remarkably visible to the naked eye.

1/round, as a Reaction when an enemy targets your E-Defense, you may force them to target your Evasion instead. If you are hidden or Invisible, you lose that status until the start of the next turn. This system has 6 charges which can be replenished by spending a Repair Cap.

HIGH-MOBILITY ADAPTATION

By exploiting redundant stabilizer systems, streamlining both Armor and installing displacement systems, unparalleled mobility can be achieved.

Whenever you move by any method that is not Base Movement or a Boost, you may move +1 Space. This also applies to involuntary movement and any effects that would move you are increased by +1, such as Knockback or Raming.

SHINOBI STEALTH MODULE

To strike first is to dictate the flow of combat. And we can guarantee the enemy won't see you coming.

You start any Scene Hidden, furthermore you are considered Invisible for the purposes of hiding.

Buona-Sera
DISMAL SYLPH

Support/Striker

The SSC Dismal Sylph is considered a daughter platform to the Swallowtail and Duskwing, it was developed with the aim to bring powerful supportive capabilities to a more "civil" audience. Officially the frame is still in development, which is of course a lie, live-target testing has begun. The Dismal sylph is focused on providing battlefield support to its Allies while debilitating enemies. It equips an array of systems to further strengthen this identity. All redundancies, much of the weapon systems and most safety measures have been removed in order to make way for the defining characteristic, the Cassandra Scanner, which not only takes up most of the outer layers of the frame, but also demands extreme power output from the micro-reactors. In order to ease the use of the Cassandra Scanner and to increase survivability for the pilot and the frame, experimental movement systems allow for rapid deployment and protection from incoming fire. Zipping between frontline, unfettered by enemy fire, the Dismal Sylph can be found wherever it is needed, alleviating ailments, striking at the weak links in enemy formations, improving or influencing fire arcs.

STATS

Size : 1/2	Save Target : 11
Armor : 0	Sensors : 10
HULL	**SYSTEMS**
HP : 6	E-Defense : 6
Repair : 2	Tech Attack : 1
AGILITY	System Points : 6
Evasion : 12	**ENGINEERING**
Speed : 6	Heat : 4

TRAITS

JESTER JET SET
The Dismal Sylph can hover when it moves

KNAVE THREAT ANALYSER
You ignore all the effects of missed Attacks or successful Saves. </br> If you are Immobilized, this Trait has no effects.

FOCUSED ATTENTION
You cannot Overwatch or Brace and can only perform a maximum of 3 reactions per round

FRAGILE
The Dismal Sylph gains +1 Difficulty on Hull Saves.

MOUNTS

MAIN/ AUX

CORE SYSTEM

Spliced Haruspex Sensor Constellation
Combined with a Cassandra-Class full-body integrity scanner, the Dismal Sylph stores information gathered in real-time from movement within the combat theater, constructing probability models updated in real time.

ACCELERATE
Active (1 CP)   Protocoll

For the Rest of this scene, your movement ignores Engagement and doesn't trigger Reactions. Furthermore, you can now bank 3 numbers and you can choose which to discard.

Section // CORE SYSTEM

License I: FLIGHT-FLIGHT MODULE, KAGINAWA RAPPEL

FLIGHT-FLIGHT MODULE

1 SP   Reaction

No effect

Gain the Flash Cure Reaction. By expending a charge as a Reaction, you clear all Conditions inflicted by the Action

Flash Cure

Reaction   1/round

Trigger: An adjacent Ally is targeted by a hostile Action which inflicts a Condition.

Effect: You clear all Conditions inflicted by the Action

KAGINAWA RAPPEL

1 SP   Limited 4

You may, as a free Action, instantly scale any wall, obstacle or terrain feature. This does not cost movement and may be up or down. Any adjacent Allied character may use a reaction to also utilize this effect. You expend 1 charge for each character (you included).

A combination of chest-mounted grapple systems, the predecessor to the dangerous Harken-Type Cabled Dagger, is able to easily allow vertical mobility in theaters where this is needed. Firing tungsten-core anchors, the frame is then quickly pulled upwards via high-powered winches and secondary, single-charge thrusters. The force produced is enough to bring along any necessary fire support.

License II: FLARE SABER, PANACEA PACKAGE

FLARE SABER

1 SP   Main   Melee   Unique

⚔ 2   1d3   ⌀

On Hit: Target receives +1 Difficulty when attacking you.
On Critical hit: Target is also Impaired

A single-edge straight sword, the compressed steel blade houses an array of small photonic and sonic emitters. When a blow is struck and afterwards, they lit up in tandem, creating confusing patterns which impair the sensors of opposing mechs and hinder retaliatory attempts.

PANACEA PACKAGE

2 SP   Limited 1   Reaction

Gain the Flash Cure Reaction. Trigger: An adjacent Ally is targeted by a hostile Action which inflicts a Condition. By expending a charge as a Reaction, you clear all Conditions inflicted by the Action.

A host liquid-type nanobots designed to identify and resort any defects at the users command, PanaceaTM comes in a dazzling variety of containers for the distinguished Lancer. Be it staff, wand, syringe or whip, YOU can make your friends feel better!

Panacea Package

Reaction   Unlimited

Trigger: An adjacent Ally is targeted by a hostile Action which inflicts a Condition.

Effect: You clear all Conditions inflicted by the Action.

License III: ARGUS MODULE, LIMINAL MIMESIS

ARGUS MODULE

2 SP   Limited 3   Unique

 When you perform any Reaction, you may expend a charge of this system in order to not lose your reaction for this turn. You must still abide by the limitations of the individual Reaction.

"It is immense and protective. That would be the adjective I'd attribute to HESTIA. So here is but a splinter, less than a fraction of her being distilled into this little chip. Even so, the effects produced are impressive as it observes the environment and reacts subconsciously to any change almost instinctively."

LIMINAL MIMESIS

2 SP   Invade

Gain the following Invades:

Buona-Sera
HARVESTER
Striker

A modification of the Metalmark that employs Magnetic Rail technology found in the armaments of the Death's Head and Systems of the Black Witch, the Harvester is an agile frame utilizing Electromagnetic currents in a destructive manner. Less concerned about shielding allies than its forerunner, the focus is to defeat singular targets with pin-point accuracy in a flurry of attacks. As trials of utilizing Rail technology with different ammunition it was soon apparent that there was little merit in using anything different than a simple metal rod. However by reducing the velocity and increasing the output of the magnetic components, which were fine-tuned during the Witch-series a more "refined" propelling armament was created. This was faced with a new problem that potential ammunition (which now needed to be more massive) would overload the modified Metalmark Skeleton and thus the executive decision was taken to allow use of the "Ammunition" as melee weapons. Furthermore the Black Polarity Reverser was engineered in order to maximize the destructive output of a singular "shell", by striking with it twice.

STATS

Size : 1
Armor : 0
HULL
   HP : 8
   Repair : 4
AGILITY
   Evasion : 11
   Speed : 5

Save Target : 10
Sensors : 10
SYSTEMS
   E-Defense : 7
   Tech Attack : 0
   System Points : 6
ENGINEERING
   Heat : 4

TRAITS

ACCELERATOR RAIL

The Thrown Range of Auxiliary Melee weapons is increased by 5. Additionally, if it is thrown as part of an attack, the Weapon gains AP.

LACERATION

1/turn, any Attack against a target deals an additional +1d6 damage, if it has already been damaged by another one of your attack's during this Turn.

MOUNTS

AUX/ AUX	AUX/ AUX	MAIN/ AUX

CORE SYSTEM

Black Polarity Reverser

"Now as we have seen within that blasted vault, laws of physics can be altered with the right materials, enough power or if you're an abomination that chooses to ignore such restraints that we pitiful mortals have to contend with. As I was saying, I am no God outside the machine, but what if we directed the force used in our Ferro-fluid research towards solid Metal?" - Frederick Neuman, Researcher from the Exotic Materials Division.

DIRECTIONAL LIMITER OVERRIDE
Active (1 CP)   Protocol

For the rest of this scene, the Blade Call Quick Action now recalls all your Auxiliary Thrown weapons.

License I: FERROFLUID DAGGER, MAGNETIC COATING

FERROFLUID DAGGER

O SP   Aux   Melee
⚔ 1   1d3   ∅

On Critical hit: The target must succeed on a Hull Save or become Immobilized

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"Not again! When will they realize that nothing does .. well nothing for us. Great that you reduced nothing to an even compactor form! We still can't sell it. Oh so now it can be chucked and maybe, just maybe do even less than its predecessor? We need something with substance." Commentary from Visual

MAGNETIC COATING

If the target is hit, the next Attack Roll against it gains +1 Accuracy.

Simple yet effective, a coating of molecular and magnetically charged material is added to the Blade or ammunition, allowing subsequent shots to seemingly be "drawn" onto the target.

License II: BUTTERFLY KNIFE, UNIVERSAL SYSTEM CRASHER MOD

BUTTERFLY KNIFE

O SP   Aux   Melee   Inaccurate   Thrown 5
⚔ 1   1d3   ∅

On Hit: <p>You may immediately make a free additional attack against a second target within range, measuring from the first target hit. This weapon may never benefit from bonus damage, however any additional effects (such as talents or mods) are still applied.<p>

Borrowing the technology found within missiles of the BELLA CIAO line, it was fitted into the hilt of a simple double-edged Terashima knife. However, the prototype was too rigid. Feedback and tandem work with the Enclaves produced a flexible hilt hiding small jets, which allowed a singular precise, mid-air propulsion towards another target.

UNIVERSAL SYSTEM CRASHER MOD

On a hit with the weapon this Mod is applied to, you may expend a charge as a Bonus Action to activate the system. A jolt of electricity surges into the enemy and deals 1d6 Energy damage. Then your target must pass a System Save or become Jammed. If the target suffered a Critical hit it automatically fails this save.

The Universal System Crash-Mod™ is a SSC licensed modification which adds small canisters of nanobots to your frame whilst lining any bladed, edged, blunt, tipped or piercing weapons of yours with distribution channels. When activated, the contained modified strain of Greywash oxidizes the enemies chassis exterior within seconds, the resulting electric discharge is meant to disrupt the foe. Unfortunately, the nanobots have yet to gain an increased life-span, be reduced to even smaller sample-sizes for improved distribution via force multipliers or easier storage. – Draft from Visual, approved.

License III: QUICK-MOD KNIFE, BASTET-CLASS NHP

QUICK-MOD KNIFE

O SP   Aux   Melee   Thrown 5

⚔ 1   1 ⌀

This Weapon can take multiple weapon mods, and all Mods attached to this weapon may be used at once, additionally their activations (if required) are now a free action.

- -

Small and elegant, these needle-thin knives are made of the same molecular wire used in other SSC products. Here however this has been done to reduce the weight of the blade and handle drastically, allowing a large number of mods to be installed at once. The Comp/Com unit housed in the carrying scabbard is tasked with overseeing the activation codes for various modifications that can be made, taking on any computing or manual activation as needed.

BASTET-CLASS NHP

3 SP   Quick Action   AI   Unique

Your Mech Gains the AI property and Predators Instincts.

- -

This NHP was extracted from a strain of the volatile coding found inside the Kaibyo Metavault, which was only briefly open and afterwards closed itself for no apparent reason. The NHP is remarkable in that it draws just enough power from the reactor, never too much, never too little, as anything else would make its task impossible: The act of completely hiding any trace of its Mech's existence. How is not yet entirely understood, but researchers think that BASTET is "lying" to reality itself. BASTET exhibits irregular behavior, in the sense that one does not know what will tick them off. They are highly alert and react with extreme prejudice against anything unknown or unaccounted, immediately drawing upon their innate instincts for hiding, stalking and killing. When interacting with Lancer pilots they tend to be both prideful and haughty, yet may develop a deep and respectful partnership over the duration of their continued service. BASTET must be cycled when: They are able to affect reality not limited to the confines of their designated area of influence (i.e. the licensed Lancers frame) The XXXXX begins rotting. Draft from Visual, scrapped.

ORNYO

Fan the fires of War, tread into the Inferno.

As the collective is vast, there was no question that they would appear in the Pillars, the real question was when. The truth is, they always had small cells embedded within a larger criminal structure within the Pillars. Part of a secretive division within said organization, operatives observed and waited for the right moment to strike. During this time, they exhibited no major abnormalities, contenting with simple lines of conventional code and physical force in order to achieve their goal. Fielding older, standardized forms of frames, they melded into the shadow of their larger and louder host, Lanika. When the latter gave up on staying within the shadows and went public with less shady dealings, the sleeper cells activated and let loose a combination of Electronic and Memetic warheads. They let loose an unknowing amalgam of paracausal code and NHP driven Black ICE, wiping any opposition from the Net. What followed was a brutal take-over of the capital city of Serador on planet XXX in a bloody urban war. What remained in the aftermath is an independent city-state under the control of HORUS ONRYŌ. Both on the Omni-net and offline, ONRYŌ monitors and secures, utilizing terror tactics and minimal presence to keep enemies at bay. Now the city of New Serador is a haven for all illegal activity outlawed in Union Space, all under the invisible eye of ONRYŌ. Frames produced by HORUS ONRYŌ serve to inspire fear in their enemies and are adapted to the tight space of Urban Warfare. To that end they field an array of domineering, terrifying weapons and systems which break their enemies bodies and minds alike.

ORNYO Core Bonuses

KATA OF COLLECTIVE DISMEMBERMENT

Now, pupil, strike again. Strike with your Mind and let the sword follow. You will see the enemy die before the blade slashes his throat. Let loose your desire for death and know that those which surround you are dead.

1/scene, when you perform a Tech Attack, you may target all enemies within a Blast equal to half your Grit, rounded up.

KATA OF THE SHORT BLADE

If you have no sword, you must pummel your enemy to death. Why use steel when you can use your flesh to bring death? And why use flesh if you can rend his mind before he lifts his fist?

When an Enemy would trigger Overwatch, you may instead perform an Invade, these are considered to have a Threat of 3. Afterwards, you gain Heat equal to the Threat Value used.

KATA OF THE SWORD

If you combine your Mind with your sword, you will kill. When you think like a sword your thoughts will cut your foes and split your own head. That is why you do not think when you kill.

When you hit with a Melee attack your next Tech Attack against the target gains +1 Accuracy and inflicts +2 Heat.

ONRYŌ
GASHADOKURO

Striker/Defender

Only an appendix in The Universal Threat Assessment Manual, due to its rarity, the Gashadokuro PG is only encountered in particularly bloody areas of Unionspace: Battle-grounds, both old and abandoned as well as ongoing Areas of conflict, where the corpses stack. This is the pre-requirement for the creation of this PG, as the process requires destroyed frames with still intact NHP caskets. Through an unknown method, the infected frame begins re-activating and "consuming" nearby wreckage and organic material. What emerges is a terrifying Monster, which has often been compared to the BALOR PG by Union Scientists, made up of twisted remains that goes on a rampage, it is in essence an adaptation which favors brute, overwhelming force. The grotesque form is only exasperated when engaged, as it is ripped to shreds by enemy fire yet ceaselessly cannibalizes other combatants in order to continue fighting.

STATS

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

TRAITS

EAT THE DEAD

<p>Every time you destroy an enemy with a melee attack, you immediately regain ¼ of your total HP. </br>You may perform a Full Action next to any remains to consume it (thus removing it), regaining 1d6+Grit HP. </p>

DREAD TITAN

<p>You have Resistance to any Damage from Size 1 and smaller frames. </br>Additionally, adjacent allied characters can use the Gashadokuro as Hard Cover. </p>

MOUNTS

MAIN MOUNT	MAIN MOUNT	HEAVY MOUNT

CORE SYSTEM

YOMI-Projector

You remove all limiters from your Systems, allowing them to spill into realspace. As your Reactor burns ever brighter to keep up with power demands of the operating systems, circuits and wiring evaporate, releasing their viral code-base into the air. And the roiling mists come.

OPEN THE GATES OF HELL
Active (1 CP)   Protocol

You are immediately put into the Danger Zone if you are not. After that, for the Rest of the scene, your mech produces a Blast 3 Area of Mist which moves with you. Line of Sight cannot be drawn into or out of this Zone. Enemies that enter or start their turn in this Zone must make a Systems save or become Slowed. This System ceases to be active if you ever leave the Danger Zone, but can be reactivated as a Free Action when re-entering the Danger Zone.

License I: GRASPING NEXUS, TEMPORAL SUSPENSION

GRASPING NEXUS

1 SP   Main   Weapon   Smart
   1d3 + 1 ⌀ 10 ✎

On Hit: Your target must succeed on a System Save or be pulled 1d3+1 spaces towards you, or as close as possible.
After you hit with this weapon, your target must succeed on a System Save or be pulled 1d3+1 spaces towards you, or as close as possible.

- -

Come to me.

TEMPORAL SUSPENSION

2 SP   Unique

When you attack with a Melee weapon, you may instead designate a space within your threat. At the beginning of your next turn, you attack the targeted space as a Free Action regardless of range, dealing +1d6 Bonus dmg. However, you may choose to delay your attack further, dealing an additional d6 for every turn you spend not triggering the attack, up to a maximum of 4d4. effect When you attack with a Melee weapon, you may instead designate a space within your threat. At the beginning of your next turn, you attack the targeted space as a Free Action regardless of range, dealing +1d6 Bonus dmg. However, you may choose to delay your attack further, dealing an additional d6 for every turn you spend not triggering the attack, up to a maximum of 4d4.

- -

"Time is a fickle thing, if you try to hold it it will slip from your grasp. Try the reverse and it will hold you tighter than any binding."

License II: ARMOR OF THE KASHA, SUZU EMITTER

ARMOR OF THE KASHA

3 SP   Quick Action   Limited 1   Unique

No effect

- -

By copying the original Necro-code and releasing certain parts in controlled bursts, post-natal modifications can be made to the frame. From modifying weapons to repairing the skeletal structure, the most widespread and simple application is the on-the go reinforcement of armor. To onlookers the frame appears to shortly be wreathed in flame, as the molten slag pours over the Hull, however the process utilizes no discernible source of heat.

SUZU EMITTER

2 SP   Protocol   Heat 1 (Self)   Unique

When you Prime this system as a Protocol, your frame begins emitting an unsettling, low noise of bells. You emit a Burst 2 Area in which all Characters are Impaired and cannot take reactions. When targeting you, they ignore this effect.At the Start of any subsequent turns, you take 2 Heat.

- -

"Soft chime of the bells, lingering noise cuts the mind, endless hunger comes." – Haiku found in the code from a Gashadokuro PG frame

License III: GRAVEROBBER ODACHI, SHIVA-CLASS NHP

GRAVEROBBER ODACHI

0 SP   Superheavy   Weapon   Overkill   Armor-Piercing (AP)
   ⚔ 1   1d6 + 6 ⌀

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- -

"You learn only one thing on the battlefield and one thing only kiddo. It is an art all of humanity has cherished since the dawn of time. It is the art of turning men into corpses.

SHIVA-CLASS NHP

3 SP   Quick Tech   Limited 2   AI   Unique

Your Mech Gains the AI property and Edict of Hate

- -

Rend them, Flense them, break em Bone and Spirit.

ONRYŌ
KITSUNE
Controller/Striker

Few reports exist of the PG Kitsune, their arrival to the combat zone of Serador was during the late stages of engagement. Their appearance is deceiving, their true nature only revealed as combat continues, that of an unassuming hardsuit is quickly shed, heat flaring up as their powerful computing system kicks into overdrive. A new approach to combined electronic and martial warfare, Kitsune force their enemies into submission by crippling their systems and attacking them from within. Wreathing themselves in living flames, the spinal heat dispersion systems can support up to 9 "tails of fire", a trait shared across all PG members and the pin-point which allowed their recording into the Universal Threat Assessment Manual.

STATS

Size : 0.5	Save Target : 10
Armor : 0	Sensors : 10
HULL	**SYSTEMS**
HP : 6	E-Defense : 10
Repair : 4	Tech Attack : 1
AGILITY	System Points : 7
Evasion : 9	**ENGINEERING**
Speed : 4	Heat : 8

TRAITS

HOT FOX OS

1/round, When you would Inflict Heat with one of your Tech Systems or Invades, you may instead Inflict half as much Burn, this is true for Heat afflicted by the same systems at a later point in time. You then take an equal amount of Heat.

THERMOPHILE CIRCUITRY

When in the Danger Zone, your targets have +1 Difficulty on Saves from your Tech effects and you gain a +1 bonus on Invades, furthermore you now ignore Resistance to Heat.

FRAIL

The Kitsune receives +1 difficulty on Hull and Engineering checks and saves.

MOUNTS

FLEX MOUNT

CORE SYSTEM

Foxfire-Cooler

HORUS ONRYŌ needed a way to quickly cool off some of their more advanced computing rigs when close to the melting point, with most conventional options being either too demanding in energy or space. Both could be circumvented, but data mining in the AGNI-codebase gave way to a new idea.

KITSUNEBI NEXUS

0 SP   Main   Nexus   Smart

✏ 10   1 ⚡ 0 🔥

On Hit: You consume all Charges.
When you perform a Tech Action, Invade or gain Heat, this weapon gains a charge. This weapon deals Burn damage equal to the number of charges, which are consumed on attack. The maximum number for these charges is 9.

- -

Greywash, modified and cultivated to adapt a thermophile form, lives within the frame, "eating" any Heat. Those who have eaten their full are vented through 9 vents at the end of its spine. At the user's command, they swarm and attack enemies.

HOSHI NO TAMA
Active (1 CP)   Quick

You immediately clear all your Heat and gain Half of it as charges for your Kitsunebi Nexus.

License I: HC-PROJEKTOR, YO COOLANT INJECTOR

HC-PROJEKTOR

O SP   Main   Rifle   Unique   Heat 1 (Self)
LASER

⚲ 10   2   ⚡

This weapon does not damage Allies, instead obscuring their Heat signature, they gain 1 Heat but enemies gain +1 difficulty when targeting them with Tech attacks or Smart weapons.

What is known to Union as the Heisoku-Class Projector is theorized to fire a "smart" laser, varying the output based on the target, searing enemies and merely heating up allies.

YO COOLANT INJECTOR

2 SP

Whenever you gain Heat by any means, reduce it by 1. When you take Structure damage, this System is immediately destroyed and you take 1d6 AP Energy damage and become Immobilized until the end of your next turn.

The Yuki-Onna liquid coolant system, based on stolen GMS and HA technology, is a fickle system of thin, glass fluid tubes under the dermis of the frame. These respond rather poorly to physical trauma and will shatter, but until then excels at distributing and eliminating Heat.

License II: CIRCUIT KILLER, SHIKIGAMI FIREWALL

CIRCUIT KILLER

2 SP   Invade

Gain the following Invades:

"Feel the fire, young one. Feel the warmth caressing your skin, see the plumes dancing through the shadows. Now cast it at thine enemy. Sear their skin, Burn their bones and let nothing remain."

SHIKIGAMI FIREWALL

2 SP   Shield   Overshield   Limited 3   Quick Action

Target and Allied Frame within Sensors, shielding them from harm. They Gain 2+Grit Overshield, but any damage dealt to this Oveshield before reductions of any kind also deals equivalent Heat to you, no matter the Range.

A swarm of micro-drones envelopes the target, reducing incoming fire to near 0. The production and Feed-back strain the shielding agent and thus limitations are set in place in order to prevent self-immolation.

License III: INARI-CLASS NHP, KITSUNE NO YOMEIRI

INARI-CLASS NHP
3 SP   Full Action

Gain the AI property and the Tenko Libation Full Action.

What was thought of by Union Scientists to be a single NHP revealed itself to be something far more concerning. After initial discovery a data leak was found in the codebase of secured and salvaged INARI instances, probes and experiments to capture whatever was leaking failed. What followed, after a few days an attack from the Omninet on the facility was conducted by an unknown paracausal entity. The surviving personnel suffered 3rd degree burns, furthermore any contained NHP's were missing. The next opportunity succeeded in tracing and analyzing the data: It was raw information of the NHPs cognition, sent to a greater source. Even after two decades of study, the leak cannot be fully plugged. INARI clones exhibit high degrees of curiosity and activity, showing interest in things some might consider mundane and excellent spatial and thermal recognition abilities. These are harnessed to quickly and precisely run targeting and identification protocols, all the while feeding and consuming information from the target. INARI reacts to pilots often with naivety and affection, but they are not to be trusted, for are always harboring other thoughts.

KITSUNE NO YOMEIRI
3 SP

You target an enemy frame within Sensors and they must succeed on a Systems Save or take 1 Heat for every character within Blast 3 (you included). Afterwards, any enemies caught within this Area also must succeed on a Systems Save or themselves be targeted by the system, drawing Blast 3's of their own which also propagate the Virus. Each enemy only suffers Heat and the system once but can be counted multiple times if within different Areas.

Building upon the previous code, these newer strains feature modified and improved infectivity and effect. Where before there were whispers of a burning sentience, the voices began to speak themselves. Now it lashes out and propagates in controlled bursts, inflaming surrounding frames, and spreads like a wildfire. Reports say pilots experience increased temperature although no equipment picks up any abnormal increases.

ONRYŌ
NUE
Artillery/Controller

The Nue was long unidentified, but the existence of another long-range ballistic platform designed to mount both firepower and computing systems was theorized among Union Scientists. It was first confirmed after an Urban engagement which nonetheless saw use of tremendous firepower during heavy weather from criminal elements, followed by devastating attacks through the Omni-net. Contrary to most doctrines, the Nue does not immediately aim to destroy its target, rather tormenting it with electronic warfare after a single, well placed hit. The confusion surrounding the existence of this PG is furthermore exacerbated by the visual similarities to the Manticore PG as the heat-dispersion spines have been modified to artificially charge the surrounding atmosphere to create an artificial, Single-cell thunderstorm. Dubbed the Thunderhead and cladding the battlefield in rain, accompanied by the rumble of thunder, the Nue shoots. What follows is a poorly understood process by which the target's position is "marked" both within the storm and on an local-/ Omni-net basis. Any Electronic attack now is carried via the storm itself, the masses of static energy at the whim of the pilot.

STATS

Size : 1	Save Target : 11
Armor : 0	Sensors : 5
HULL	**SYSTEMS**
HP : 8	E-Defense : 8
Repair : 3	Tech Attack : 1
AGILITY	System Points : 7
Evasion : 7	**ENGINEERING**
Speed : 3	Heat : 5

TRAITS

STATIC REMOTE ACCESS TUNNEL

<p> 1/round, when you hit an enemy with a Ranged attack, you may mark them with this Trait. As long as they remain marked, you ignore Line of Sight and Sensor requirements when targeting them with Invades. Only one Mark may exist at a time and when you mark another character, the old mark ceases to exist. </p>

LIGHTNING ROD

<p> When you take Energy damage, roll a d6. On a 4+, you reduce it to 0 and ignore any additional effects. </br> Additionally, whenever you Invade, deal 1 AP Energy damage. </p>

MOUNTS

MAIN MOUNT	HEAVY MOUNT

CORE SYSTEM

Thunderhead-Guidance System

Supercharging the Thunderhead-Guidance System now allows it to "carry" physical objects as well for a split-second. This both accelerates and bends the trajectory of any projectile to meet any known foe.

RAIJIN'S BOLT
Active (1 CP)   Protocol

You charge the Thunderhead with your power, priming it to receive your shot. The next single-target attack you perform with one of your Ranged Weapons may be against any target within Range 50 and ignoring Line of Sight requirements.

License I: GOVARDHANA PROJECTOR, AIMBOT

GOVARDHANA PROJECTOR

O SP   Main   Weapon   Unique

↗ 10   1d3   ⚡   1   🔥

This Weapon counts as both a Launcher and Nexus.

After the impact of a first guidance Bore-head, the emission of multiple smaller, self-propelled follow then signal. The assault, staggered by mere milliseconds, is but a front, for the secondary salvo release pockets of Greywash.

AIMBOT

When attacking an enemy which is Locked On with the equipped weapon, you gain +1 to the Attack Roll.

By siphoning just enough information out of a Lock-On to not deplete it, this powerful computational Unit first utilizes it in optimizing targeting vectors and feeding back any new information gathered by the attack, leaving a information deficit of less than 0,001 %.

License II: EYES OF THE SOGENBI, HIGH MOBILITY RETROFIT

EYES OF THE SOGENBI

3 SP   Invade   Unique

Gain the following Invades:

Stand there and witness. The enlightenment will burn your eyes, avert them and remain blind.

HIGH MOBILITY RETROFIT

You may fire Ordnance Weapons after moving, but if you do so, you gain Inaccurate and don't deal bonus damage.

Eliminating and adding certain key redundancies, the weight and handleability of any weapon can be improved, at the cost of effectiveness.

License III: PERYTON NEXUS, VISUAL SYSTEM OVERRIDE

PERYTON NEXUS

O SP   Superheavy   Weapon   Seeking   Ordnance

↗ 30   2d6 + 6   ⚡

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I see you.

VISUAL SYSTEM OVERRIDE

2 SP   Invade   Unique

Gain the following Invades:

Now you see it. It has burned you blind and now you see the darkness within you. Purge it and exalt thyself, for the Glory of the Godhead.