

CALLSIGN AVATAR HP /12 ARMOR 0 E-DEF 8 EVASION 8 SPEED 4 GRIT +6

???(COPY), LL 12 Unknown

Skill Triggers

- +6 Act Unseen or Unheard +6 Assault +2 Get a Hold of Something
- +6 Hack or Fix +2 Investigate +4 Spot +2 Take Control
- +4 Take Someone Out

LICENSES

- HORUS Balor III
- IPS-N Blackbeard III
- HA Saladin III
- HORUS Minotaur III

TALENTS

CLOUTED NAME

- 1/round, when you perform a critical hit with a Nexus, your target must pass a Systems save or become Impaired and Slowed until the end of their next turn.
- When you consume Lock On as part of an attack with a Nexus or Drone and perform a critical hit, your target becomes Shredded until the start of your next turn. This replaces Ten Thousand Teeth.
- 1/round, when you perform a critical hit with a Nexus, your target must succeed on a Systems save or you may choose an additional effect for your attack that lasts until the end of their next turn:
 - Harrowing Swarm:** They become Impaired and Slowed.
 - Dark Vision:** They only have line of sight to adjacent squares.
 - Violent Swarm:** They become Shredded. Any adjacent characters of your choice must also make a Systems save or become Shredded.
 - Restricting Swarm:** They take 1 Burn each time they take an action or reaction.

INFILTRATOR

- During your turn, gain the following benefits:
 - Entering line of sight of hostile characters or moving from cover does not stop you from being Hidden.
 - You can pass freely through – but not end your turn in – enemy spaces.
 - You can Hide even in plain sight of enemies.
 - These effects immediately end when your turn ends (so you lose Hidden if you're still in line of sight or out of cover at that time).
- When you start your turn Hidden, the first attack roll of any type that you make sends your target reeling on a hit. Your target must succeed on a Hull save or become Slowed, Impaired, and unable to take reactions until the end of their next turn. When you lose Hidden (by any means), you may first fire a flesh bomb at any adjacent character. That character must pass a Systems save or only be able to draw line of sight to adjacent spaces until the end of their next turn. You can then move up to your speed, ignoring engagement and not provoking reactions, and are then revealed normally.

TECHNOPHILE

- You have developed a custom NHP. This NHP can speak to you and has a personality, but they are less advanced than most NHPs and are incapable of independent thought, relying on you for direction. When acting alone, they will follow the last direction given and defend themselves as needed; however, they have limited initiative and don't benefit from your talents.
- You may choose for your mech to gain the **Servant-Class NHP System**.
- Your custom NHP has developed further, and is now capable of independent thought. It can make complex decisions and judgments independently, without instruction. Replace your mech's Servant-Class NHP with the **Student-Class NHP**. Gain the following benefits:
 - All installed in your mech cannot enter cascade unless you choose to let them go.
 - So long as your custom NHP vouches for you, NHPs that are cascading or unshackled no longer view you with indifference.
 - You are significant to them in a way few others are.
 - Replace your mech's Student-Class NHP with the **Enlightenment-Class NHP**.

KIRMISHER

- At the start of your turn, you gain soft cover. You lose this cover if you attack or force another character to make a save.
- Before or after you Skirmish (including as a reaction, e.g. from Overwatch), you may move 2 spaces. This movement ignores engagement and doesn't provoke reactions.
- The first attack taken as a reaction against you in any round automatically misses.

BRUTAL

- When you roll a 20 on a die for any attack (sometimes called a 'natural 20') and critical hit, you deal the maximum possible damage and bonus damage.

COMBINED ARMS

- As long as you're Engaged, you and any allies adjacent to you count as having soft cover.

ACE

- While flying, you get the following benefits:
 - You make all Agility checks and saves with +1 Accuracy.
 - Any time an attack misses you, you may fly up to 2 spaces in any direction as a reaction.

CORE BONUSES

SUPERHEAVY MOUNTING

If your mech has fewer than 3 mounts (excluding integrated mounts) it gains an additional superheavy mount. It can only take SUPERHEAVY WEAPONS. They still require an additional mount to be installed. If your mech also has a heavy mount the SUPERHEAVY WEAPON must use that mount as the **additional mount**.

GYGES FRAME

You gain +1 Accuracy on all Hull checks and saves and +1 Threat with all melee weapons.

INTEGRATED WEAPON

Your mech gains a new integrated mount with capacity for one Auxiliary weapon. This weapon can be fired 1/round as a free action.

Pilot Loadout

STEALTH HARDSLUT // ARMOR
+0 Armor / E-Def: 8 / Evasion: 8 / Speed: 4

SMART SCOPE // GEAR
A powerful electronic scope that provides high-resolution magnification up to two miles, and automatically adjusts its reticle for wind, gravity, and pressure. Smart scopes can project their field of vision and all data to the HUD of any networked user. They can also pair with other thermal, optical, or simulated-vision devices to further enhance targeting.

HEAVY SIGNATURE // WEAPON
Range 10 | 4 Variable Damage
When a signature weapon is acquired, choose its damage type – Explosive, Energy, or Kinetic.

LIGHT SIGNATURE // WEAPON
Range 3 | 1 Variable Damage
When a signature weapon is acquired, choose its damage type – Explosive, Energy, or Kinetic.

BOND THE KNAVE

MAJOR IDEAL
BOND POWERS

UPON SILENT WINGS

HULL AGI SYS ENG SIZE
2 4 6 2 1/2

STRUCTURE HP
/4 /16

OVERCHARGE
CORE POWER /1 REPAIR CAPACITY /4

STRESS HEAT
/4 /9

ATK TECH ATK SAVE SPEED E-DEF EVASION SENSORS LTD SYS
+6 +7 16 7 16 14 10 +1

FRAME TRAITS

DISPERSED PROFILE
When the Hecatonchires is in soft cover, ranged attackers receive +2 Difficulty instead of +1 Difficulty.

SMOKE AND MIRRORS
The Hecatonchires can always Hide in an area of soft cover, regardless of Engagement or enemy traits and systems.

PANOPTES TARGETING
The Hecatonchires' Smart weapons ignore the Invisible status of characters within sensors.

CORE SYSTEM

MYRIOS LONG-LEASH DIRECTED GREYWASH

PRIMARY // LOADOUT

INTEGRATED WEAPON
Bristleclaw Flechette Launcher IPS-N AUXILIARY CQB
Burst 1 | 1 Kinetic Damage

SUPERHEAVY MOUNT
Tempest Charged Blade GMS SUPERHEAVY MELEE
Threat 2 | 3d6+4 Energy Damage

NANOCOMPOSITE ADAPTATION // APPLIED MOD

MAIN MOUNT
Swarm/Hive Nanites HORUS MAIN NEXUS
Range 5 | 2 Kinetic Damage 2 Burn Damage

HEAVY MOUNT
MOUNT LOCKED
// SUPERHEAVY WEAPON BRACING //

SYSTEMS

Synthetic Muscle Netting IPS-N SYSTEM
You may Ram targets larger than you, and when you Grapple or Ram larger targets, you count as the same Size as the largest opponent. When you Grapple or Ram opponents of the same Size or smaller, you count as at least one Size larger. Additionally, your lifting and dragging capacity is doubled.

Enlightenment-Class NHP AI
Your mech gains the AI tag; however, this NHP doesn't count towards the number of AIs you may have installed at once. This NHP benefits from your talents when piloting your mech. Additionally, you may carry them with you outside of your mech, either as a miniaturized casket, a hardsuit-integrated flash plug, or with a hard-port implant. 1/round, with the assistance of your NHP, you may reroll any mech skill check or save. You must keep the new result, even if it's worse.

SEKHMET-Class NHP IPS-N AI
Your mech gains the AI tag and the SEKHMET Protocol.

EFFECT
When activated, you give control of your mech to your NHP and gain the following benefits:

- All melee critical hits deal +1d6 bonus damage.
- When you Grapple or Ram opponents, you may do so only as a free action.

Your NHP uses all available actions and movement to move toward the closest visible character – allied or hostile – and attacks them with melee attacks, prioritizing melee weapons. It may benefit from your talents. If there are no characters within Threat, your NHP uses all actions to move as directly as possible to the next closest (visible) target. Your NHP can't make ranged attacks, even if there are actions available.

You retain enough control to Overcharge as usual; however, your NHP uses the additional action for the same purpose as its other actions.

You can take back control of your mech as a protocol. When you do, you become Stunned until the start of your next turn. Otherwise, this effect lasts until your mech is destroyed – the pilot's incapacitation or death has no effect.

Type-I Flight System GMS FLIGHT SYSTEM
You may choose to count any and all of your movement as flying; however, you take Size +1 Heat at the end of any of your turns in which you fly this way.

Reinforced Cabling IPS-N SYSTEM
⇒ Grapple Swing (Free)
EFFECT
1/turn, when making a standard move, you can fly your Speed in a straight line as long as there is a clear path. This move must end on an object or surface, or else you begin falling. As long as you remain stationary, you can secure yourself to the destination surface or object, even if it's vertical or overhanging. If you are Knocked Prone or Knocked back while secured to a surface, you fall.

Drag Down (Quick)
EFFECT
Make a contested Hull check against a character within 5 Range and line of sight: the loser is Knocked Prone.

Law of Blades HORUS TECH
⇒ Predator/Prey Concepts (Full Tech)
EFFECT
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 (Full Tech)
EFFECT
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.

Flash Anchor HA SHIELD
⇒ Flash Lock (Reaction)
TRIGGERED BY An allied character in Sensors and line of sight is pushed, pulled, Knocked back or Knocked Prone.
EFFECT
Take 2 Heat. The movement or status is prevented, and the target gains Immunity to all the above effects until the start of their next turn.

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