

AVATAR*
??? (COPY), LL 12
Unknown

HP 0 ARMOR 8 E-DEF 8 EVASION 8 SPEED 4 GRIT +6

SKILL TRIGGERS

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

HULL 2 AGI 4 SYS 6 ENG 2

LICENSES

HORUS Balor III

IPS-N Blackbeard III

HA Saladin III

TALENTS

CENTINAME

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.

1round, 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:

- Harrying Swarm:** They become Impaired and Slowed.
- Blinding Swarm:** They only have line of sight to adjacent squares.
- Virulent 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 flash 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

Custom NHPs can be developed further, and is now capable of independent thought. It can make complex decisions and judgments and act independently, without instruction. Replace your mech's Servant-Class NHP with the **Student-Class NHP**

Gain the following benefits:

- As installed in your mech cannot enter cascade unless you choose to let them go.
- So long as your custom NHP vouchers 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**

SKIRMISHER

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 extremely 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

LOT LOADOUT STEALTH HARDSUIT // ARMOR +0 Armor / E-Def: 8 / Evasion: 8 / Speed: 4		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 Explosive, Energy, or Kinetic.	
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.		DATAPLATING // GEAR Dataplatting is a general term for any comm-linked jewelry, subdermal netting, wearable jaw, brow, or maxillary plates, etc., that allows subvocal communication and persistent heads-up and augmented reality displays without wearing a helm. Dataplates can quickly translate nearly any language, and allow users to communicate with each other all but silently.		ANTIPHOTON VISOR // GEAR Designed to protect the wearer's eyes from intense bursts of light, antiphoton visors are commonly found among breach teams and solar-forward operators. They are effective against flash weapons, intense UV light, and incidental charges from energy weapons.	
BOND THE KNAVE MAJOR IDEAL BOND POWERS		MINOR IDEAL		XP /8	
HORUS HECAATONCHIREIS UPON SILENT WINGS HULL AGI SYS ENG 2 4 6 2 STRUCTURE HP /4 /16 ATK +6 TECH ATK +7 SAVE 16 SPEED 7 E-DEF 16 EVASION 14 SENSORS 10 LTD SYS +1		OVERCHARGE CORE POWER +1 +133 +106 +4 /1 REPAIR CAPACITY +4 STRESS /4 HEAT /9			
FRAME TRAITS DISPERSED PROFILE When the Hecatontchireis is in soft cover, ranged attackers receive +2 Difficulty instead of +1 Difficulty.		SMOKE AND MIRRORS The Hecatontchireis can always Hide in an area of soft cover, regardless of Engagement or enemy traits and systems.		PANOPTES TARGETING The Hecatontchireis' Smart weapons ignore the Invisible status of characters within sensors.	
CORE SYSTEM MYRIOS LONG-LEASH DIRECTED GREYWASH					
PRIMARY //LOADOUT INTEGRATED WEAPON Bristle-crown Flechette Launcher IPS-N AUXILIARY CQB Burst 1 1 Kinetic Damage					
SUPERHEAVY MOUNT GMS SUPERHEAVY MELEE Tempest Charged Blade Threat 2 3d6+4 Energy Damage					
NANOCOMPOSITE ADAPTATION //APPLIED MOD Armor-Piercing (AP) Knockback 2					
MAIN MOUNT HORUS MAIN NEXUS Swarm/Hive Nanites Range 5 2 Kinetic Damage 2 Burn Damage Smart Seeking					
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 your talents when plotting 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. Unique					
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 plotting 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. Unique 1/Round					
SEKHMET-Class NHP IPS-N AI Your mech gains the AI tag and the SEKHMET Protocol. SEKHMET Protocol (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. • 1/round, you can Skirmish with melee weapons only as a free action. Your NHP uses all available actions to move to 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. Unique AI Protocol					
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. Unique					
Reinforced Cabling IPS-N SYSTEM Grapple Swing (Free) EFFECT 1/round, 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. Quick Action Free Action					
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. Unique Full Tech					
Flash Anchor HA SHIELD Flash Lock (Reaction) TRIGGER Make a tech attack against a 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. Unique Shield Heat 2 (Self) Reaction					