

CALLSIGN AVATAR[”]
???(COPY), LL 6
Unknown

HP /9 **ARMOR** 0 **E-DEF** 8 **EVASION** 8 **SPEED** 4 **GRIT** +3

SKILL TRIGGERS

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

LICENSES

- HORUS Balor II
- HORUS Pegasus I
- IPS-N Blackbeard III

TALENTS

CENTIMANE

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.
- Blinding Swarm:** 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 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**.

Your custom NHP has 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:

- Als 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**.

CORE BONUSES

THE LESSON OF THINKING-TOMORROW'S-THOUGHT

When you hit with a tech attack, your next melee attack against the same target gains +1 accuracy, and its damage can't be reduced in any way.

TITANOMACHY MESH

1/round, when you successfully Ram or Grapple a mech, you can Ram or Grapple again as a free action. Additionally, when you knock targets back with melee attacks, you knock them back 1 additional space.

PILOT 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 acquired, choose its damage type – 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 Dataplating 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 helmet. 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.
---	---	---

OVERCHARGE
+1 ⚡ +1d3 ⚡ +1d6 ⚡ +1d6+4 ⚡

CORE POWER **REPAIR CAPACITY**

Close Preview

Options

Print

HORUS HECATONCHEIRES
UPON SILENT WINGS

HULL 2 **AGI** 2 **SYS** 1 **ENG** 1 **[SIZE]**

OVERCHARGE
+1 ⚡ +1d3 ⚡ +1d6 ⚡ +1d6+4 ⚡

CORE POWER **REPAIR CAPACITY**

/4 **/13** **/4** **/5**

ATK +3 **TECH ATK** +5 **SAVE** 13 **SPEED** 6 **E-DEF** 14 **EVASION** 12 **SENSORS** 10 **LTD SYS** +0

FRAME TRAITS

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

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

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

CORE SYSTEM

MYRIOS LONG-LEASH DIRECTED GREYWASH

PRIMARY // LOADOUT

MAIN MOUNT
Nexus (Hunter-Killer) GMS MAIN NEXUS
Range 10 | 1d6 Kinetic Damage

HEAVY MOUNT
Nanocarbon Sword IPS-N HEAVY MELEE
Threat 2 | 1d6+4 Kinetic Damage

SYSTEMS

Swarm Body HORUS SYSTEM

Activate Swarm Body (Quick)

EFFECT
After activating this system, a burst 1 swarm is released at the end of your turn. Characters of your choice that start their turn in the area or enter it on their turn must succeed on a Systems save or take 3 kinetic. This amount increases by +3 damage for each of your turns that you have remained stationary, up to a maximum of 9 kinetic.
This effect lasts until you move, including involuntary movement.

Unique Quick Action

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.

Unique

Hunter Lock HORUS SYSTEM

Activate Hunter Lock (Quick)

EFFECT
Choose a character within Sensors: for the rest of the scene, your first successful ranged or melee attack against them each round deals +3 bonus damage. You cannot choose a new target until your current target is destroyed or the scene ends.

Unique Quick Action

Enlightenment-Class NHP A1

Your mech gains the A1 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.

Unique 1/Round

SEKHMET-Class NHP IPS-N A1

Your mech gains the A1 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 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.

Unique AI Protocol

Hive Drone HORUS DRONE

This hive drone can be deployed to a free space within Sensors and line of sight, where it releases a burst 2 greywash swarm with the following effects:

- Allied characters at least partially within the affected area gain soft cover, as does the hive drone.
- Hostile characters take 1 AP kinetic damage when they start their turn in the affected area or enter it for the first time in a round. Damage from areas created by multiple hive drones does not stack.

The drone can be deployed to a different space or recalled as a quick action.

Deploy Hive Drone (Quick)

Hive Drone
Size ½ HP: 5 Evasion: 10 E-Defense: 10

This hive drone can be deployed to a free space within Sensors and line of sight, where it releases a burst 2 greywash swarm with the following effects:

- Allied characters at least partially within the affected area gain soft cover, as does the hive drone.
- Hostile characters take 1 AP kinetic damage when they start their turn in the affected area or enter it for the first time in a round. Damage from areas created by multiple hive drones does not stack.

The drone can be deployed to a different space or recalled as a quick action.

Drone Quick Action