

PILOT

Permanently increase your maximum Hit Points by 5.

Gain the ability to equip martial melee weapons and martial ranged weapons.

COMPRESSION TECH

As long as there is no one aboard your **personal vehicle**, you may have it safely disappear from the game world at any time. What magic or technology allows it?

If your **personal vehicle** is not present in the game world and you are in a space big enough to contain it, you may perform the **Inventory** action and spend 2 Inventory Points to have the vehicle appear near you, and **enter** it for free.

FLEXIBLE CONFIGURATION

When you perform the **Equipment** or **Guard** action while driving your **personal vehicle**, you may choose up to **SL** of its enabled modules and **disable** them. If you do, choose up to an equal amount of its disabled modules and **enable** them.

HEART IN THE ENGINE

At the start of your turn during a conflict, if you are driving your **personal vehicle**, you may spend 10 Mind Points. If you do, choose one option: the next time you deal damage during this turn, deal **SL x 2** extra damage; or, the next time you suffer damage before the start of your next turn, that damage is reduced by **SL x 2** (applied **before** damage Affinities); **or**, you recover from either the **slow** or **weak** status effects (your choice).

PERSONAL VEHICLE

When you acquire this Skill, you gain a **personal vehicle** with a **frame** of your choice and **three different modules** of your choice.

Whenever you acquire this Skill again, you acquire **two additional modules** of your choice.

The **maximum number of modules that can be enabled at the same time** on your **personal vehicle** is **SL + 3**.

STRONG GRIP

When you perform an Accuracy Check with a **weapon module**, you may replace **one** of the Attributes with **Might** (such as **MIG + WLP** for an **arcane module**).

FRAMES			
FRAME	MAX PASSENGERS	MAX ENABLED WEAPON MODULES	TRAVEL DISTANCE
<input type="radio"/> EXOSKELETON	0	2	× 1
If you use the Compression Tech Skill with this personal vehicle , ignore the IP cost.			
<input type="radio"/> MECHA	0	2	× 2
<input type="radio"/> STEED	1	1	× 2
If you use the Heart in the Engine Skill with this personal vehicle , ignore the MP cost			

ARMOR MODULES				
ENABLED	MODULE	MARTIAL	DEFENSE	MAG DEF
<input type="radio"/> <input checked="" type="checkbox"/>	FLEXIBLE PLATING		DEX+1	INS+2
<input type="radio"/> <input checked="" type="checkbox"/>	HEAVY PLATING	✦	12	8
<input type="radio"/> <input checked="" type="checkbox"/>	RUNIC PLATING	✦	10	11
<input type="radio"/> <input checked="" type="checkbox"/>	STANDARD PLATING	✦	11	10

Weapon modules marked as “solo” can only be enabled if their vehicle has **no other weapon modules enabled**.

WEAPON MODULES						
ENABLED	MODULE	CATEGORY	SOLO	ACCURACY	DMG HR+	DAMAGE TYPE
<input type="radio"/> <input checked="" type="checkbox"/>	ARCANE	ARCANE		DEX+WLP	8	PHYSICAL
<input type="radio"/> <input checked="" type="checkbox"/>	AXE	HEAVY		DEX+INS	12	PHYSICAL
<input type="radio"/> <input checked="" type="checkbox"/>	BLADE	DAGGER		DEX+INS+1	6	PHYSICAL
<input type="radio"/> <input checked="" type="checkbox"/>	BOW	BOW	•	DEX+INS+1	12	PHYSICAL
<input type="radio"/> <input checked="" type="checkbox"/>	CANNON	FIREARM	•	DEX+INS	14	PHYSICAL
<input type="radio"/> <input checked="" type="checkbox"/>	CLAW	BRAWLING		DEX+INS	8	PHYSICAL
This weapon can be used to interact with the scene as if it were a free hand.						
<input type="radio"/> <input checked="" type="checkbox"/>	CLAYMORE	SWORD	•	DEX+INS+1	14	PHYSICAL
<input type="radio"/> <input checked="" type="checkbox"/>	ESOTERIC	ARCANE	•	DEX+WLP	12	PHYSICAL
<input type="radio"/> <input checked="" type="checkbox"/>	FLAIL	FLAIL		DEX+INS	10	PHYSICAL
<input type="radio"/> <input checked="" type="checkbox"/>	FLAMER	FIREARM		DEX+INS	8	FIRE
<input type="radio"/> <input checked="" type="checkbox"/>	MACHINE GUN	FIREARM	•	DEX+INS	10	PHYSICAL
When you perform the Attack action and attack with this weapon module, you may perform two separate attacks instead of one (against the same target or against different targets). If you do, both attacks follow the rules for two-weapon fighting : each attack loses the multi property and cannot gain it, and you treat the High Roll of each Accuracy Check as being 0 when determining damage.						
<input type="radio"/> <input checked="" type="checkbox"/>	RIFLE	FIREARM		DEX+INS	10	PHYSICAL
<input type="radio"/> <input checked="" type="checkbox"/>	SCYTHE	HEAVY	•	DEX+INS	16	PHYSICAL
<input type="radio"/> <input checked="" type="checkbox"/>	SHIELD					
While driving this personal vehicle , you gain a +2 bonus to Defense and a +2 bonus to Magic Defense. Additionally, this weapon module does not count as a “weapon”. Instead, it counts as an equipped shield .						
This module cannot be equipped in your main hand slot , unless you have acquired the Dual Shieldbearer Skill . If you have, your Twin Shields deal 2 extra damage. This is cumulative if you have two Shield modules enabled at the same time.						
<input type="radio"/> <input checked="" type="checkbox"/>	SPEAR	SPEAR		DEX+INS	10	PHYSICAL
<input type="radio"/> <input checked="" type="checkbox"/>	SWORD	SWORD		DEX+INS+1	8	PHYSICAL
<input type="radio"/> <input checked="" type="checkbox"/>	TRIDENT	SPEAR	•	DEX+INS+1	14	PHYSICAL

SUPPORT MODULES

ENABLED	MODULE	RESTRICTIONS
<input type="radio"/> <input checked="" type="radio"/>	AERIAL	COUNTS AS TWO ENABLED MODULES
	<p>This personal vehicle can fly, and its distance becomes ×3. While you are driving this personal vehicle, your melee attacks can target flying creatures, and none of the creatures inside the personal vehicle can be targeted by melee attacks unless the attacker is flying or is somehow able to reach flying targets.</p> <p>These benefits do not apply while the personal vehicle is inactive or grounded, while you are in Crisis, or while you are covering another creature with the Guard action. Additionally, if a creature aboard this personal vehicle suffers air, bolt or ice damage during a conflict, the benefits of this module cease until the start of your next turn.</p>	
<input type="radio"/> <input checked="" type="radio"/>	ANTI-ELEMENT	
	<p>Each time you enable this module on your personal vehicle, choose a damage type: air, bolt, earth, fire or ice. Creatures aboard this personal vehicle are treated as being Resistant to the chosen damage type as long as this module remains enabled.</p>	
<input type="radio"/> <input checked="" type="radio"/>	ADVANCED TARGETING	
	<p>While driving this personal vehicle, you gain a +2 bonus to your Accuracy Checks and to Magic Checks for offensive spells you cast.</p>	
<input type="radio"/> <input checked="" type="radio"/>	COUNTER-STRIKE	
	<p>After a creature aboard this personal vehicle is hit by a ranged attack, if you are driving this vehicle, you may spend 1 Inventory Point. If you do, the attacker suffers 10 physical damage (after their attack has been resolved). This amount increases by 5 damage if you are level 20 or higher, or by 10 damage if you are level 40 or higher.</p>	
<input type="radio"/> <input checked="" type="radio"/>	EXCAVATION	
	<p>This personal vehicle can burrow through the ground and is equipped with bright lights.</p>	
<input type="radio"/> <input checked="" type="radio"/>	EXPANDED PLATING	MECHA, STEED ONLY
	<p>While you are driving this personal vehicle, if it has a Heavy, Runic, or Standard Plating module enabled, all passengers aboard may treat their Defense and Magic Defense scores as being equal to those provided by the armor module in question (they may still use their normal scores if those are better).</p>	
<input type="radio"/> <input checked="" type="radio"/>	MAGISTATIC	
	<p>After you pay the MP cost of an Arcanum, spell, or verse, if you are driving this personal vehicle and have an arcane weapon equipped, you recover 5 Mind Points, or 10 Mind Points if the cost was equal to or higher than 30 MP.</p>	
<input type="radio"/> <input checked="" type="radio"/>	POWER	EXOSKELETON, MECHA ONLY
	<p>While driving this personal vehicle, you gain a +2 bonus to all Opposed Checks that rely on brute force or physical resistance.</p>	
<input type="radio"/> <input checked="" type="radio"/>	RAPID INTERFACE	
	<p>When you enter this personal vehicle on your turn during a conflict, you may immediately perform an additional action.</p>	
<input type="radio"/> <input checked="" type="radio"/>	SEAFARER	
	<p>This personal vehicle can travel on water and underwater.</p>	
<input type="radio"/> <input checked="" type="radio"/>	SEAT	MECHA, STEED ONLY
	<p>This personal vehicle can transport an additional human-sized passenger.</p>	
<input type="radio"/> <input checked="" type="radio"/>	SECONDARY OFFENSIVE	EXOSKELETON, MECHA ONLY
	<p>Each time you enable this module on your personal vehicle, choose one of its disabled weapon modules. As long as the chosen module is disabled and this module is enabled, you may use an action to perform a free attack with that weapon module.</p>	
<input type="radio"/> <input checked="" type="radio"/>	SENSOR	
	<p>While driving this personal vehicle, you gain a +2 bonus to Open Checks made to examine nearby creatures, items and locations.</p>	
<input type="radio"/> <input checked="" type="radio"/>	TURBO	
	<p>While driving this personal vehicle, you gain a +2 bonus to all Opposed Checks that rely on speed and rapid maneuvers.</p>	

ENTERING YOUR VEHICLE

Entering the personal vehicle during a conflict requires the **Objective** action. Normally there is no Check required, but the GM may introduce a **Clock** if there are serious dangers or obstacles. If the **personal vehicle** is accessible when the conflict begins, characters may **enter it immediately** before the Initiative Check.

ARMOR MODULES

While driving a **personal vehicle** with an **armor module** enabled, a Pilot does not have access to the normal contents of their **armor slot**. Instead, that slot is considered occupied by the **personal vehicle's armor module**. If the **personal vehicle** has no armor module enabled, the Pilot can keep using their equipped armor as normal.

As soon as the Pilot stops driving a **personal vehicle** with an enabled **armor module**, they immediately regain access to their normal equipped armor.

Armor modules marked with ♦ are considered to be **martial** armor for the sake of Skills and other effects. A Pilot can still equip these modules **even if they normally lack the ability** to equip martial armor.

WEAPON MODULES

While driving a **personal vehicle** with one or more **weapon modules** enabled, a Pilot does not have access to the normal contents of their **hand slots**. Instead, those slots are considered occupied by the **personal vehicle's weapon modules**. If the **personal vehicle** has no weapon modules enabled, the Pilot can keep using their equipped weapons and shields as normal.

As soon as the Pilot stops driving a **personal vehicle** with **weapon modules** enabled, they immediately regain access to all normal equipped weapons and shields.

Each weapon module counts as a **one-handed, non-martial weapon** for the sake of character Skills and effects (with the exception of the **Shield module**, which is treated as a **shield**).