

# HARRISON ARMORY/Venide

## Noddi

Striker/Controller



One of the more recent applications of blinktech Venide has gained from its' partnership with the Armory, the Noddi is a near-complete rework of the Sunzi chassis. While still bearing the large central blink engine aperture, the frame's arm actuators have been swapped out for far larger and durable extremities, capable of grappling with far more massive warmachines. However, it does not stop there. By exploiting the massive power output of its reactor (a necessity given the engine it has for a head) it is capable of further powering a series of graviton emitters embedded in its hands, a sterling example of the technology Venide recovered from Tower Beta in 4722u. The frame also breaks from the other Armory crossovers; it is a sleek, tall gynoidal form, mirroring that of the much-cherished synthetiks that fuel much of the Venisian war machine. The soldiers that fight alongside them see the towering constructs as a tribute to their staunchest allies in the Verdict War. Those higher up or uncontaminated by state propaganda know the truth. Much like the sythetiks themselves, this frame is as much a soldier as it is a walking experiment, with the pilot at risk of being torn apart during reactive jumps. The sufficiently skilled are easily able to make the machine sing. Those that don't become names on a casualty report.

## CORE STATS

Size: 1

Armor: 2

### HULL

HP: 6

Repair Cap: 3

### AGILITY

Evasion: 7

Speed: 4

Save Target: 11

Sensors: 10

### SYSTEMS

E-Defense: 8

Tech Attack: +1

SP: 7

### ENGINEERING

Heat Cap: 6

## TRAITS

### SINGULARITY

The Noddi always counts as **Size 3** while **Grappling** and **Ramming**.

### SOMETHING WICKED THIS WAY COMES

Whenever a character in **Sensors** (but not requiring **line of sight**) is **teleported** or **teleports**, the Noddi can teleport adjacent to the endpoint of the movement and may **Grapple** the teleported character as a reaction. This is a special reaction that does not count towards the number you can take per turn.

### POINT OF NO RETURN

**Hostile characters** treat the area adjacent to the Noddi as **difficult terrain**.

## MOUNTS

FLEX  
MOUNT

MAIN/  
AUX

## CORE SYSTEM

### SAGITARIUS DRIVE

"Activating the Sagittarius Drive has been often described as 'becoming the center of the universe'. Space itself bends around the chassis, and standing next to it feels as if you've suddenly sunk into knee-deep mud. It's a difficult thing to escape, and is aptly named after the supermassive black hole at the center of our galaxy."

#### Beyond the Event Horizon

Active (1 CP), Quick Action

For the rest of the scene, you gain the following benefits:

- Hostile characters have **+1 Difficulty** on **Hull** checks to control and escape your **Grapples**.
- You can **teleport** while **Grappling**. When you **teleport** this way, you can inflict **1 AP energy damage** to all **hostile characters** you are grappling.
- Point of No Return becomes **Burst 2**.