

Loadout: Graviton Maul, Deflector Shields, Project Barrier, Vicious Taunting, Steel Fist, Shield Modulation, Dio's Best Friend, Transcendence

Name: Alexandria, Primus Councillor

Age: Ask no questions, hear no lies.

Gender: Female

Race: Divine Construct

Class: Politician/Tourist/Dreadnought

Role: Main Tank/Single Target Lockdown

**Appearance:** Alexandria is a massive android shaped like a classical Greek statue crafted from interlocking bands of metal. Her hair is fine wire, and she seems to be clad in an elegant, sleek, modern dress that covers her feet. Her entire body has a shiny, chrome finish, which she takes great pride in. Alexandria is always followed by a faint humming sound, produced by the immensely powerful magnetic fields and dark energy thrusters she uses to prevent her immense mass from smashing whatever she steps on. She is capable of very limited shapeshifting, which is used to deploy ranged weapons, more thrusters, or other gadgets from their internal storage. It can also be employed for cosmetic purposes, though she rarely uses this feature. Just don't mention her weight or age; they're serious sore spots.

**Personality:** Alexandria is calm, level-headed, and very patient. Sometimes too patient; being unaging and very, very old means that plans which take generations to bear fruit are perfectly viable options for her, and this means she might not take short term circumstances as seriously as she should. Alexandria does not suffer fools or cowards gladly, but prefers attempting to help them self-improve over more permanent solutions. As an experienced politician, she is excellent at concealing her emotions and true goals when she wants to be, but prefers not to unless it's necessary. Thanks to her age and perspective, she sometimes rubs people the wrong way with a somewhat condescending attitude, and has a tendency to underestimate people's ability to hurt her.

**Backstory:** No one is entirely sure of the origins of Alexandria, First of the Five Exemplars and mother goddess of the Penteons, save for Alexandria herself. And the story changes every time she tells it. Sometimes, she's a time traveler from the far future sent back to the dawn of the universe by Zoe Walker, because somebody needed to build the first Penteons. Sometimes, she is a primal being who was incarnated when the first sapient beings decided city living beat hunting and gathering. Sometimes, she built herself in a cave, with a box of scraps.

What is clear is that she created the first androids of the Penteons, long before any organic races were recording history. Thus, when the Penteons made first contact with the Elves and Dwarves, and learned that a 'god' is an extremely powerful entity who creates entire

ances, they logically concluded that Alexandria must be a goddess. Is she a goddess because they believe she is? Do they believe she is a goddess because she was one from the start? When these questions have no good answer, the subject will inevitably become a deity.

Thus, Alexandria is the goddess of civilization, invention, and exploration. Under much personal protest, yet her descendants will not be dissuaded from their beliefs. Engineer, politician, hero, and mother goddess, she has assumed countless mantles over her operational lifespan, which radioisotope dating has placed at being somehow longer than the universe has existed. Much to her chagrin, as this doesn't exactly prove her lack of divinity.

Neither does her construction, which has yet to be equaled by modern engineers. Alexandria's body is constructed of titanium alloyed with galvanium, a normally soft and weak metal that changes density and size when exposed to electric fields, growing and shrinking without altering its mass. Placed atop a skeleton of nigh-indestructible dracosteel, forged from titanium, iron, and shed dragon scales, this hyper-dense armor is extremely tough and weighty. If she were built of dracosteel alone, Alexandria would weigh ten tons. However, while her compressed galvanium armor cannot create a singularity, it is extremely dense; despite being the size of a large human, she masses a little over one hundred thousand tons. Her sheer mass, battleship-grade weapons and defenses, and eons of experience make her incredibly personally dangerous. However, these advantages come at the cost of a great deal of overland speed and the ability to efficiently dump waste heat. Her hyperdense plating is a far better insulator than most metals.

Level: 6

HP: 126 (+12 per ally, including herself)

Deflector Shields: 48 (absorbs 12 per hit)

Init: The Absolute Worst

Crafting Tokens: 3

Stats:

Str: 11

Dex: 0

Int: 9

Con: 14

Syn: 0

Perks

Deus Est Machina (2): Alexandria, for all her merits, is a machine, and in her home universe that gives her unique advantages and disadvantages. Essentially, all effects will treat her as an inanimate block of incredibly durable metal, with the exception of non-magical psychological effects and effects that specifically target machines. Normally, this would prevent her from

receiving post-encounter healing or benefitting from standard healing effects, but Alexandria has hacked the universe to allow herself to benefit from these things anyway.

80s Magic Armor: As more people fight alongside Alexandria, having faith in her ability to protect them, she grows tougher. Alexandria gets a MHP and HP bonus equal to X% of her MHP, where X is 10 times the number of allies participating in an encounter. These bonuses wear off when the encounter ends.

Dreadnought: Alexandria's incredible mass and stabilizing thrusters slow her down, but they also make her all but impossible to shift. She is immune to effects that rely on moving her or preventing her from moving as she wishes; this does not prevent stuns unless they are based around physical restraint.

Overclocking Hazard (Flaw): Alexandria's frame, as powerful as it is, does limit her in a few key ways. She will always move last in an encounter, automatically rolling the worst possible initiative. And she cannot use damaging actions during the opening round of an encounter.

Actions: 1 AP

Graviton Maul: This heavy hammer uses intense magnetic fields and a Galvanium sphere to produce intense gravitational fields, inducing slight spaghettification to tear apart enemies' defenses long before the actual hammer swing arrives. This weapon always has the maximum possible weight penalty.

-Level 1 (Craft): A hammer blow suppresses a random defensive effect on the target for 1 round, and then deals  $2d8 + \text{intelligence}$  damage. Suppressed effects' durations still tick down, but otherwise do nothing.

-Level 2 (Craft): Alexandria ramps up graviton production, dealing  $3d8 + \text{intelligence}$  damage instead.

-Level 3 (Craft): Alexandria optimizes the shape of the magnetic containment field, increasing the damage to  $4d8 + \text{intelligence}$  and suppressing 2 defensive effects instead of 1.

Deflector Shields: Alexandria protects herself with layers of hard light deflector screens and magnetic shields, reducing damage as long as the shields can withstand the incoming fire. This item always has the maximum possible weight penalty.

- Level 1 (Craft): Grants a temporary HP pool of [level x4]. [Level] of this pool is used to absorb damage from incoming attacks. When the pool is depleted, the shields go on cooldown for 2 rounds, after which the HP pool is refilled.
- Level 2 (Craft): Increases the HP pool size to [level x6].
- Level 3 (Craft): Increases the HP spent on absorbing damage per hit to [level x2], reducing damage further at the expense of also depleting the shield faster
- Level 4 (Craft): Increases the HP pool size to [level x8].
- Level 5 (AP): The shields now go on cooldown for only 1 round when broken.

~~The Orbital Friendship Cannon: Alexandria calls in a favor from her old friend, professional space wizard Zoe Walker, and calls down an orbital strike. An enemy is targeted by a devastating attack of friendship, rainbows, rainbow sparkles, and a 20 kilogram ferrous slug travelling at relativistic speeds.~~

~~-Level 1 (AP): Alexandria designates an enemy as the target. In 3 rounds, they will be struck by a shot from the cannon, which deals 2d6 + intelligence damage. Before the shot arrives, any number of allies may choose to give up a single action to contribute harmonic energy to the attack, increasing the damage dealt by 2d6 + their best attacking stat for each contributor. The cannon cannot be fired while a shot is in transit, or for 3 rounds after it hits.~~

~~-Level 2 (AP): Each contributor (including Alexandria) may add a secondary effect of one of their actions to the cannon shot. If effects of the same kind are added, only the best one applies. "Hits all enemies" may not be added. No effect upon Alexandria or the contributors can prevent the cannon from being aimed, fired, or contributed to.~~

~~-Level 3 (AP): Each contributing character now adds 3d6 + their best attacking stat to the total damage.~~

~~-Level 4 (AP): Each contributing character now adds 4d6 + their best attacking stat to the damage.~~

Project Barrier: Alexandria projects a hexagonal pane of solid light in front of her, blocking actions aimed at people sheltered behind it.

-Level 1 (AP): Alexandria creates a 'safe zone', which allies can enter or leave as a free action during their turn. Enemy actions aimed at allies in the safe zone hit Alexandria instead. If the safe zone is filled, allies cannot enter it until somebody leaves. The safe zone is large enough for 1 ally. Alexandria cannot use damaging actions while the barrier is up. She can lower the barrier as a free action during her turn.

-Level 2 (AP): The safe zone is now large enough for 2 allies.

~~-Level 3 (AP): Up to 3 allies can now take shelter behind Alexandria's shield.~~

Vicious Taunting: Alexandria personally insults target enemy, drawing upon her political experience to make it really sting.

-Level 1 (AP): Target enemy with a mind who hears the taunt is enraged, and must only use damaging moves to attack Alexandria for 1 round. The target does not have to understand Alexandria's words or even language, as the tone is enough to convey the message, but completely mindless enemies are immune.

-Level 2 (AP): The taunt now lasts for 2 rounds. If Alexandria taunts someone while somebody else is still taunted, remove the old taunt. The original victim finds the sick burn too funny to stay mad.

~~-Level 3 (AP): The taunt now lasts for 3 rounds.~~

Steel Fist: Alexandria is an expert at grappling, holds, and throws, and practices a martial art developed specifically for cyborgs, robots, and people in power armor. It is terrifyingly effective in the hands of a master.

-Level 1 (AP): Alexandria grabs a target, holding them in place and attempting to immobilize them. Grappled opponents move after Alexandria in the initiative order instead of at their usual time. When a grappled enemy attacks, they deal [strength/2] less damage. Then if they have made 3 attacks since they were grappled, Alexandria loses her grip. Only one opponent may be grappled at a time. Alexandria can end the grapple as a free action, and cannot grapple while her Projected Barrier is active.

-Level 2 (AP): Grappled opponents can't evade attacks.

-Level 3 (AP): Grappled opponents have their damage reduced by [Strength] instead.

~~-Level 4 (AP): Grappled opponents have their damage reduced by [Strength + level] instead.~~

Shield Modulation: Alexandria alters her shields' settings to layer them for greater effectiveness.

-Level 1 (AP): Alexandria can modify her Basic Block action, reducing the damage reduction to 20% but allowing it to apply before other reduction effects do.

-Level 2 (AP): The damage reduction is reduced to 30%.

-Level 3 (AP): The damage reduction is reduced to 40%.

-Level 4 (AP): The damage reduction is not reduced. The Basic Block action is now replaced entirely.

-Level 5 (AP): Alexandria's basic block now reduces damage taken by 60% before other reductions apply.

-Level 6 (AP): Alexandria's basic block now reduces damage taken by 70% before other reductions apply. Upgrades to this action can no longer increase the amount of damage reduction granted.

~~-Level 7 (AP): This level is a placeholder that represents AP temporarily sacrificed to the RoR Salamander for loot.~~

Transcendence: Enlightenment or Doom?

-Level 4 (Starting Loot Level): Reduces the user's MHP to 1, other effects cannot reduce it further. The user gains a "Shield" pool equal to  $30 + ([Level] * [Con + 5])$  that takes damage before their HP, effects that increase MHP effect the Shield instead. The user's Shield cannot benefit from Heal or Repair effects. Non-payment effects draw from MHP as normal. At the start of the user's turn, if they took no damage (discounting DoT, environmental effects, and self-damage.) since their last turn they regain 33% of their Max Shield.

Dio's Best Friend: A stuffed bear and friend forever.

-Level 1 (Loot): When the user would next go down in combat instead they ignore the attack that would've downed them, are purged of all status effects, and become immune to damage until their next turn. This item is consumed by this.

Engineering Expertise: As the goddess of invention and innovation, the person who built the first of a race of self-propagating mechanical intelligences, and the holder of several university degrees, Alexandria is pretty good at general engineering and design.

-Level 1 (Craft): +3 to engineering and design checks of all types.

Drive-Cracker (Level 1): Alexandria is capable of quickly and easily accessing any information on a compatible storage device which she has physical access to. This does not allow her to bypass complex encryptions or access any information she otherwise wouldn't be able to.

Ceremonial Dagger: An ancient blade hungry for blood and eager to grant power.

-Level 1 (Loot): When a named character goes down in combat the user creates 3 spectral daggers. As a free action the user may direct a spectral dagger to attack any one target for  $3d4 + [Int \text{ or } Syn]$ .