

OMDI YAMA

DEFENDER

I started my career at Union with the Intelligence Bureau. Obviously I can't elaborate further on my position there or describe what was asked of me or those I worked with but I will allow this information to hang in the air, to create a sense of context.

What I can say is that during my employment I was taught many lessons in what it means to defend. Sometimes, in order to create safety, you must act first and you must act with extreme violence. I am sure any of the staff here at OMDI can attest to this being an important virtue in our line of work.

We do not fear what has happened, but what could happen. Informed with science. Informed with experience. Our fears and phobias are that of the apocalypse... of the very existential threats that are posed to us daily.

So, The Yama.

The Yama is a defender in the sense that it has the explosive power to lock down and occupy any major threat on the battlefield with exceptional prowess. The frame gets in, and stays in. While many defenders might focus more on the act of defending, and reacting to threats, Yama works on a much more proactive design philosophy.

So, put the fear of death into them, Pilot. If you must rip the weapon from them, do so. If you must break their legs, do so. If you must kill, kill. Such things are the logical result of saving lives.

CORE STATS

Size: 1/2

Armor: 2

HULL

HP: 6

Repair Cap: 3

AGILITY

Evasion: 6

Speed: 4

Save Target: 10

Sensors: 2

SYSTEMS

E-Defense: 5

Tech Attack: -2

SP: 6

ENGINEERING

Heat Cap: 8

TRAITS

EARTH-CLAMP: NOT GOING ANYWHERE

You are considered size 3 whenever grappling, ramming or being rammed.

DEATH DIVINER

1/round, whenever an ally takes damage adjacent to you, they may gain overshield equivalent to the damage they took.

FREE HANDS

For each empty mount you have per round, you may, as a reaction to being hit by an attack, attempt to catch the blow with your free hands. You must make a contested check against their roll to hit as a d20+grit+hull. On a success you are resistant to the attack, on a failure the damage you take from the attack is AP.

LORD OF THE SOUTH

Whenever you are controlling the grapple, you may as a quick action make an improvised attack. On hit, knock your opponent prone

MOUNTS

AUX/
AUX

AUX/
AUX

AUX/
AUX

CORE SYSTEM

ARTHVAVEDA

The Kinetic Energy Propulsion Drives (KEPD) that are the basis for the Upper and Lower fists typically spend most of their processing power limiting themselves to prevent physical strain and potential damage to the users musculature and body. However, some situations require us to go beyond what our bodies are willing to offer. So, we allow our users to choose to overclock the KEPD... turning their every movement into a constantly building force. Without limitors, the KEPD can turn the human body into a bullet.

NARAKA'S KAKOLA: POISON OF THE EARTH EXPUNGED, TO THE BOTTOMLESS PIT WITH EVIL

Active (1 CP), Protocol

The spinning engines on Yama's back heat up, overclocking the KEPD system. Whenever you land a grapple, automatically control the grapple.

While grappling you may perform a series of full actions as listed below:

NARAKA DIVE: As a full action you launch yourself and your grappled character into the sky until the end of your next turn. While in the air this way, neither of you are a valid target for attacks or abilities. While in the air, until you descend back to the earth neither of you can perform any actions, abilities or movement.

At the end of your next turn you return to the ground from where you ascended, dealing 4d6+4 kinetic damage to your opponent and half as much to yourself. All characters within burst 2 of the impact zone also take half as much damage from the impact. This ends the grapple.

DHARMA-RHAJA CHOKE: As a full action you may enter a hull contest against the grappled character with 1 accuracy. When you succeed you and the opponent are considered prone and immobilized. The grappled character takes 2d3 kinetic damage at the start of their turn and until they succeed on a hull contest as a quick action. If the grappled character fails 3 hull contests or if they have taken 12 total damage from this move, the character is STUNNED and the grapple ends.

You can end this grapple as a quick action. While performing this grapple you can only take one quick action.

LICENSE I: THING A, THING B

UPPER FISTS OF THE LORD OF DEATH

Aux Melee

[Threat 2] [1 Kinetic Damage]

On hit, increase the damage of this weapon and all copies of this weapon on the same mount by 1 to a maximum of 6. Whenever you take damage reduce the damage by 1. Whenever you structure or stress, reduce this back to 1.

A note from Yama creator and Lead designer Doctor Zoya Phogat:

Doctor Hertz is certainly a clever man, yes. He has helmed a whole host of very... interesting designs. However when it comes to cost-effective energy use he is sorely lacking. His initial design (which he referred to as the HERTZ Dusters) were so energy inefficient that on higher outputs the joints of YAMA would snap. The UPPER FISTS design takes the concepts of maintaining a steadily increasing kinetic energy and effectively translating this into more manageable outputs, without a loss in destructive potential.

Hard-Lock Fist Modifications

2 SP, Grappling, Quick action

While grappling you may, as quick action, activate 'HARD LOCK', which lasts until the end of your next turn. While activated, neither of you can break grapple and any involuntary movement it takes will take you with it, maintaining grapple.

"YOU'RE NOT GETTING AWAY THAT EASILY"

- Lancer Pilot BEARHUG

LICENSE II: XXXXX FRAME, THING C, THING D

LOWER FISTS OF THE LORD OF DEATH

Aux Melee

[Threat 2] [1 Kinetic Damage]

On hit, gain 1 threat for this weapon to a maximum of 5. Whenever you structure or stress, reduce this back to 2.

On hit you may, as a reaction, attempt to grapple your target. On success, you are teleported adjacent to your target by the most direct route.

A note from Yama creator and Lead designer Doctor Zoya Phogat:

The Lower fists are a very deceptive piece of technology. One who might witness them at work might think we have somehow performed magic. The truth is much more interesting than that. The fists have installed within them a blink-drive that tear through realspace with

increased kinetic power to push through further and further beyond it's physical limitations. Essentially, for the laymen, you punch hard enough to teleport your fists.

FIRST DEAD MORTAL

3 SP, Quick Tech

Elect a character within sensors as 'Judged'. While within range 2 of this character, all characters other than yourself and itself are invisible to the Judged. The target can clear this effect as a quick action and a successful system check. You can only have one character judged at a time. You can end this effect early as a quick action.

Son of Surya, first to die... Now you hold judgement of all who follow.

LICENSE III: THING E, THING F

BOTTOMLESS FISTS OF THE LORD OF DEATH

Aux Melee, Loading, Overkill
[Threat 1] [3d3 Kinetic Damage]

On crit, target is STUNNED until the end of your next turn

On hit, target takes burn equivalent to the heat you took from overkill.

A note from Yama creator and Lead designer Doctor Zoya Phogat:

Perhaps Doctor Hertz is a bad influence on me, the efficiency of the bottomless fists is... questionable. We have placed an extremely high caliber round within the knuckles of the weapon, which fires off when making contact with a target, needing to be manually reloaded.

It is certainly over the top, with the potential in high stress situations, to cause complete annihilation of the YAMA when misused... but... well its extremely delightful to see at work is all I will say.

DOWNWARD FIST, SKULL CRUSHING STRIKE.

2 SP, Protocol, Heat 4

As a protocol when an adjacent enemy is prone, you may make an improvised attack

On crit, destroy a weapon mount of your choice

On hit, leave your target IMMOBILIZED until the end of your next turn. If your target is already IMMOBILIZED, this effect does not stack.

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