

Lupus Security & Robotronics

Collie

Controller/Artillery

The Collie is a rather one of the most unique and esoteric chassis ever developed by Lupus. Every single one of these mechs are connected to a single NHP, a ELPIS-Class NHP meant to help even run its systems.

Each of the Collie's pilots had to be screened for compatibility by said NHP, as it is shown to be rather picky on who pilots these mechs. But as a result, these pilots seem to gain a significant amount of.. Empathy it seems, almost solemn for the lives they take whilst piloting these mechs, and the way these pilots describe Elpis was as though it was an old childhood friend they have reunited with.

After roughly six weeks of piloting a Collie, and if a strong enough bond was formed, there would be a fragment of Elpis left within the Collie's System, this now allows Elpis to move on and select another pilot. These Elpis fragments usually are spawned from Elpis's specific view on what would be the best version of itself for the Pilot.

The Collie comes with a host of systems, one of which are its Expanded Casket Slots, normally most mechs are able to handle more than to AI systems are once, but with the Elpis Fragment, Collie units are able to handle such computational load thanks to it. Albeit not many are sure how the Collies were able to achieve limited hovering capabilities, the most widely accepted theory was that it was a byproduct of Elpis Fragmenting itself, leaving it with minor Paracasual capabilities.

[This is the start of a journey, one of change, but what's a journey without its ups and downs no? Change is a journey afterall, not a destination.]

[Placeholder Image, art drawn by me will be soon]



CORE STATS

Size: 2

Armor: 1

HULL

HP: 8

Repair Cap: 4

AGILITY

Evasion: 8

Speed: 4

Save Target: 11

Sensors: 12

SYSTEMS

E-Defense: 10

Tech Attack: +1

SP: 8

ENGINEERING

Heat Cap: 6

TRAITS

:://ONES_THAT_ARE_LIKEMINDED//

The Collie has the **AI** tag; This AI can benefit from your talents. Additionally, you may install an additional **AI** system.

:://LEVITATE//

The Collie can hover when it moves. However, it can only hover up to 3 spaces above any surface. If the Collie ends its turn more than 3 spaces above any surface, it floats harmlessly down to 3 spaces above any surface it ends its turn on, except within **Zero-G** or **underwater** environments.

Additionally, the Collie is immune to fall damage.

::#//WOEFUL?_¿PROPHET//

The Collie always knows if characters are at or under half of their maximum HP, but not the exact number.

[..Their bodies, they are crumbling, frail, oh so frail..]

MOUNTS

FLEX
MOUNT

FLEX
MOUNT

CORE SYSTEM

::#//Fragment?_of_¿Solemnity// [ELPIS-CLASS NHP]

[Labels of the people who are too weary, never let them bother you with half-hearted titles, be true to yourself my dear friend. Be free.]

¿!:#:¿? Nexus

Auxiliary Nexus, Smart, Seeking, AP, Reliable 2

[Range 12] [4 Energy]

This weapon can't make normal attacks. Instead, 1/round, whenever a Hostile character within range fails a check or save forced by you, you can attack with it as a special reaction. Targeting the same character who failed the check or save.

This special reaction doesn't count against the maximum number of reactions a turn, so you can take other reactions normally.

VOLTAGE?:://UNRESTRICTED//

Active (1 CP), Protocol

Until the end of the scene:

- You can attack with **¿!:#:¿? Nexus** any time a Hostile character fails a check or save that is forced by you or allied characters. Additionally, **¿!:#:¿? Nexus** deals +1 base damage for each intact **AI** on the Collie including its integrated one.
- The Collie ignores the **Invisible** status of characters within sensors; and if any characters are Hidden, they are treated as though they are in hard cover instead of **Hidden**.

- Whenever you are going to lose or hand over control of the Collie to a hostile character for any reason, you retain control until the end of the duration. Of which controls to the Collie are immediately given to any valid character that would be in control of the Collie (e.g. an AI system or hostile effect).

If there are no other AI systems installed on the Collie besides its integrated AI, these effects last until the end of your next turn instead, and the CP cost of **VOLTAGE?://UNRESTRICTED//** is refunded at the end of the scene.

LICENSE I: Dazer Rozerra, Haze Disruptors

Dazer Rozerra

2 SP, Invade

Gain the following **Invade** options:

Hyperbolic: The Target gains one of the following effects of your choice that last until the end of their next turn:

- Deal -2 damage, lose AP, and can't deal bonus damage or deal any additional damage due to other effects, systems, or traits.
- Inflict one less **Condition** from their weapons, systems, or traits.

Overexertion: The Target must make an **Engineering** save or become **Impaired** and takes **Heat** depending on following the actions they took until the end of their next turn; Quick Action (**2 Heat**), Full Action (**4 Heat**). This **Heat** is taken before the target resolves the taken action.

Tech Fluff

Haze Disruptors

2 SP, Unique

Gain the **Hazy** reaction

[Hello my friend, to you this may have been the first time that we have met. But it isn't, we've met each other time and time again and many more that have been foretold to me, it's always been a delight for me to see you again pilot...]

Hazy

Reaction, 1/round, 1 Heat (Self)

Trigger: Whenever you are targeted by a hostile character with an attack or contested check.

Effect: You may force that character's attack or contested check to be made at +1 difficulty.

LICENSE II: Barbed Wake, Castellan Staff

Barbed Wake

2 SP

Gain the following **Quick Tech** action.

Barbed Wake: Generate a Blast 2 Area of Hardlight spines within Sensors and line of sight that affects all characters other than you. Characters within the affected area that fail a check or save take **1 Burn, 1 Heat**, and become **Impaired** until the start of their next turn.

This effect lasts until this action is taken again or the scene ends.

[Yet, it also hurts me plenty to see you forget me. Many may have seen me, possibly soon to be friends that call me a "Mad Prophet". They may be true, they may be wrong, but I won't let that bog me down.]

Castellan Staff

Main Melee/Nexus, Smart, 2 SP

On Attack: Choose to attack in either **Arkane Caster** or **Gnarled Staff**.

This thing's more of an implement you'd see in those old fantasy novels, albeit, it did garner a decent cult following for its surprising versatility, and... It's more roleplay orientated usage.

[And if you can. Do you still enjoy the little things, like we did back then? I can't fault you for forgetting, this universe is an unforgiving one afterall; but, should it really be everything to you?]

Arkane Caster

Main Nexus, AP, Overkill, 2 Heat (Self)
[Range 12] [1d3+2 Energy]

On Attack: the target must make an **Engineering** save or take **2 Burn**. On a success, they take half Burn.

Gnarled Staff

Main Melee, Accurate
[Threat 3] [1d3+3 Energy]

On Hit: the target must make an **Engineering** save or become **Impaired** until the end of their next turn.

LICENSE III: MANIAE-Class NHP, TIRESIAS-Class NHP? :://Mirrorshade_Rifle//

MANIAE-Class NHP

2 SP, AI, Quick Action, Unique

Your Mech gains the **AI** tag; however this NHP doesn't count towards the total number of AIs you have installed at once, additionally, you gain the following:

As a quick action, you take **2 Heat** to choose an allied character within range 10; **1/scene** per character, the target can gain access to one of your **AI** weapons or systems (e.g. any weapon or systems with the **AI** tag, and if the **AI** system requires to be mounted to a weapon, the target chooses a weapon of their choice to gain the effect) of your choice on their following turn as though it was their own. However, if the target uses one of your **AI** systems in this way, it also consumes a limited charge of the chosen **AI** system.

If the **AI**'s effects last until the end of the scene or otherwise, they instead last until the end of their next turn.

If there are no other **AI** systems installed on your Mech; instead, **2/scene** per character, they instead gain an additional Limited charge on a weapon or system of their choice.

TIRESIAS-Class NHP :://Mirrorshade_Rifle//

Main Rifle, 2 SP, Smart, Reliable 2, AI, Unique
[Line 12] [1d3+3 Energy]

Your Mech gains the **AI** tag and the following effects:

This weapon also counts as a System for the purposes of Talents and Traits.

As a Protocol, you give the controls of the weapon over to the **TIRESIAS-Class NHP**; when the NHP has control over this weapon, it has the **Prophet** profile. You can regain control over this weapon as a Free Action.

.....
The barrel of this gun primarily consists of what's essentially a slab and an array of mirror like plates of that concentrates the rifle's energy into a powerful beam, although these plates also work as a broad sweeping sensor array for this thing's Built in NHP, roughly derived from the UNCLE-Class Comp/Con's Smart weapons template, one can even say that this is a more refined version of what it

[Can you spare just even.. The everso slightest tinge of hope for a better tomorrow? Because I do, and if you do too..]

sought out to do even.

[:://THE_GUN_HAS_AN_NHP//]
[:://Greeting's pilot//]
[:://It's a pleasure to make your acquaintance//]
[..Come and take my hand, we have a universe to change dear friend..]

Prophet

Main Memetic, Smart, Reliable 2
[Range 12] [4 Energy]

Gain the **Envision** reaction, which is the only way you can attack with this profile.

Envision

Reaction, 2/round

Trigger: Whenever a hostile character enters, moves, or leaves within range of the **:://Mirrorshade_Rifle//**.

Effect: You make an attack against the hostile character with the **:://Mirrorshade_Rifle//**.