

# BLACKBOOK PROJECT

## JUNG

### Defender/Support

The Jung was, according to records recovered during Union/DoJ's raid on BLACKBOOK research facilities, a proof-of-concept platform for "F-Bridge" communication technologies. F-Bridge circumvents conventional methods of comms interference or interception by directly linking minds through the Firmament.

Jung frames act as front-line commander units, using F-Bridge signals to support and co-ordinate strike teams. Its BROTHERBAND Psychomatrix acts as a supplementary general-purpose processor, assisting allied mechs in everything from target acquisition to systems management.

### CORE STATS

Size: 1  
Armor: 2

#### HULL

HP: 8  
Repair Cap: 4

#### AGILITY

Evasion: 6  
Speed: 4

Save Target: 10  
Sensors: 10

#### SYSTEMS

E-Defense: 10  
Tech Attack: +0  
SP: 7

#### ENGINEERING

Heat Cap: 5

### TRAITS

#### NEAR-FIELD COPROCESSOR

1/turn, you can **Bolster** an adjacent ally as a free action.

#### LEAD THE CHARGE

During the first round of combat, you may **Boost** as a free action.

#### GUARDIAN

Adjacent allied characters can use the Jung for hard cover.

### CORE SYSTEM

#### BROTHERBAND PSYCHOMATRIX

*The BLACKBOOK Project's research into the Firmament and its relationship to the human mind began with using the Firmament as a medium of data transmission. The BROTHERBAND Psychomatrix allows a pilot to send information to not just friendly mechs, but also directly to allied pilots.*

#### F-Bridge Transceiver

Passive

You can **Bolster** allies while either party is Jammed.

#### Saint Crispin's Day

Active (1 CP), Protocol

For the rest of the scene, allies bolstered by you can remove their bolster as a free action and choose from one of the following effects:

- They add +1 **Accuracy** to their next attack.
- They move up to 3 spaces (this movement does not provoke)

## MOUNTS

FLEX  
MOUNT

HEAVY  
MOUNT

Overwatch and ignores Engagement)

- They clear a Condition
- They clear 2 Heat
- They Reload all weapons on one mount.

### LICENSE I: PKR BLADE, THOUGHT-WAVE SYNERGIZER

#### PKR Blade

Main Melee, 1 SP

[Variable Threat] [Variable Damage]

This weapon's profile changes based on how many allied mech characters you have adjacent to you:

- **0:** 1d6 Kinetic Damage, Threat 1
- **1:** 1d6+2 Energy Damage, Threat 1, AP
- **2+:** 2d6+2 Energy Damage, Threat 2, AP, Overkill

*The Psychokinetic Resonance Blade was the BLACKBOOK Project's first success in weaponizing the energies of the Firmament, channeling it via ambient thought-waves.*

#### Thought-Wave Synergizer

1 SP, Unique

Whenever you **Bolster** an ally, they gain Overshield 2.

*Working on similar principles to the PKR Blade, the Thought-Wave Synergizer uses ambient thought-waves to create energy shields akin to hardlight constructs utilized by the Aunic Ascendancy.*

### LICENSE II: JUNG FRAME, BARRICADE DRONE, RALLYING MODIFICATION

#### Barricade Drone

2 SP, Unique, Drone, Quick Action

**Barricade Drone (Size 1/2 , HP 5, Evasion 10, E-Defense 10, Tags: Drone, Resistance to all damage)**

This barricade drone may be deployed to a free space within **Sensors**. Any character that is adjacent to the barricade drone is considered adjacent to you. The drone counts as a Size 1 object for the purposes of determining Line of Sight and cover. 1/round as a reaction when an allied character within **Sensors** is targeted for an attack, you can deploy this drone to a free space adjacent to them before the attack resolves. The drone can be deployed to a different place or recalled as a quick action

*System Fluff*

### Rallying Modification

1 SP, Unique, Mod

Choose one Melee or CQB weapon. It gains “On Hit: You can take 1 Heat to **Bolster** an allied Character within **Sensors**.”

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*System Fluff*

## LICENSE III: MASER CARBINE, PHILEMON-CLASS NHP

### Maser Carbine

Heavy CQB, Accurate, Overkill  
[Range 5, Threat 3] [1d6+2 E Damage]

*Maser weapons are efficient, low-power energy weapons designed for close-to-midrange engagements.*

### PHILEMON-Class NHP

3 SP, AI, Unique

Gain the **AI** property and the **PHILEMON Protocol**.

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*System Fluff*

### PHILEMON Protocol

Protocol, Limited 3, Heat 2

Until the end of your turn, all your weapons gain “On Hit: An adjacent allied character may attack with a single Main or Auxiliary weapon. Characters cannot attack more than once per round this way.”

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*System Fluff*