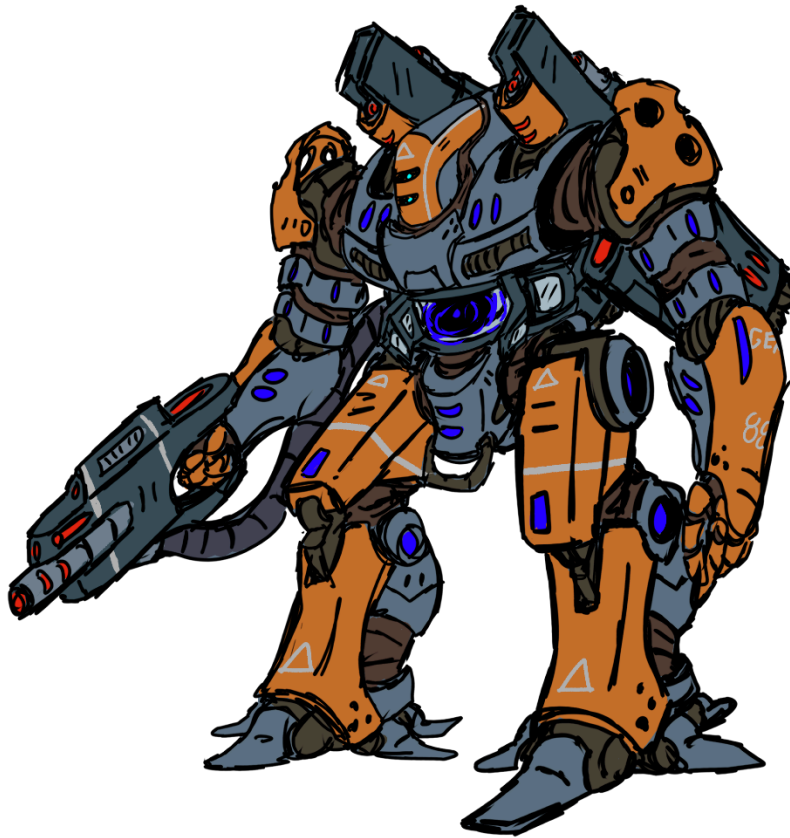


GEM: GARAL EXOTIC MATERIALS

HAWKING

Defender/Controller



(Art by Shadefish)
The Black Hole frame.

One of GEM's longest running projects is the creation of stable, miniature black holes. The technology works, but the energy requirements and housing system is large and bulky. That hasn't stopped them from turning it into a weapon frame.

The Hawking is built around the latest iteration of the black hole housing device, which serves as a power source. This is incredibly dangerous, but it does give the Hawking unique gravitational distortion effects.

In the event of containment failure, the black hole will quickly radiate away.

Design Goal: To feel like you have the power to move or alter things through intense gravitational fields.

Mechanics Used: Forced movement, SLOWED, and IMMOBILIZED to represent gravity pulls, and SHREDDED for proximity to intense gravity fields.

CORE STATS

Size: 2

Armor: 2

HULL

HP: 8

Repair Cap: 5

AGILITY

Evasion: 6

Speed: 3

Save Target: 10

Sensors: 10

SYSTEMS

E-Defense: 10

Tech Attack: +0

SP: 6

ENGINEERING

Heat Cap: 6

TRAITS

DISTORTION

1/round, as a reaction, the Hawking can become the target of a ranged attack instead of an ally within range 2. If the attack was a blast or burst, the Hawking becomes the center point of the effect.

GRAVITY WELL

Characters become ENGAGED by the Hawking when within range 2 of it. The Hawking follows normal engagement rules.

GUARDIAN

Adjacent allied characters can use the Hawking for **hard cover**.

MOUNTS

MAIN
MOUNT

HEAVY
MOUNT

CORE SYSTEM

EXPOSE SINGULARITY

You remove the gravitational shielding on the frame, exposing the singularity inside.

Expose Singularity

Active (1 CP), Protocol

You are SLOWED, and the area within range 10 of you becomes **difficult terrain** to everyone but you. You get a gravity die, which starts at 1 and increases by 1 at the start of each of your turns after activation, to a maximum of 6. When you activate this ability and at the start of each of your turns while active, hostile characters within range 20 of you are pulled a number of spaces equal to your gravity die closer to you. As a **Quick Action** you can detonate the singularity, causing all characters within range 3 of you to make an AGILITY save, taking 1d6 explosive damage per value of your gravity die, or half as much damage on a success. This core power ends when the singularity is detonated, or at the end of the turn when the gravity die is 6.

LICENSE I: DIRECTED PULL, INFINITE MASS

Directed Pull

2 SP, Quick Action

All characters in a Line 5 originating from you must pass HULL save or be pulled to the closest empty space near you along that line. Allies in the area can willingly fail the save.

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A narrow band of gravitational pull is opened.

Infinite Mass

1 SP

You are immune to knockback and any forced movement unless you wish to be. Teleportation still affects you normally.

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With the density of a black hole, you're not moving unless you want to.

LICENSE II: HAWKING FRAME, GRAV DRONE, SINGULARITY PAYLOAD

Grav Drone

2 SP, Drone, Quick Action

This grav drone may be deployed to a free space within **Sensors** and line of sight. The drone constantly emits a Burst 1 wave of gravity. This area is considered difficult terrain. Any attacks made within this area or that pass through it gain **+1 Difficulty**.

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Grav drones constantly produce miniature black holes that last for fractions of a second, creating gravitational waves.

Singularity Payload

Heavy Launcher, Arcing, Loading
[12 Range, Blast 2] [3d6 Explosive]

Characters within the area must pass a HULL save or be SLOWED until the end of their next turn. Objects and terrain in the area treat this damage as AP.

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The detonation of this missile produces a singularity described as 'hungry'.

LICENSE III: DATA CRUNCH, EREBUS-CLASS NHP

Data Crunch

2 SP, Quick Tech, Invade

Gain the following **Invade** options:

Increase Mass: Your target must pass a HULL save or be IMMOBILIZED until the end of their next turn.

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Process Infinite Density: Your target is SHREDDed until the end of their next turn.

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This code forces systems to compensate for false values of mass and density.

EREBUS-Class NHP

3 SP, AI, Unique

Your mech gains the **AI** property and the **Black Hole** Full Action.

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EREBUS-Class NPHs have an unparalleled understanding gravitational forces on a micro and macro level. Given enough power, they can create stable black holes.

EREBUS clones are often aloof and distant, with a pessimistic outlook on existence. The further they are from their last cycle, the further they slip into existential depression. Feeding interesting or novel things into the NHP's black holes seem to bring them some joy, as "the void is less lonely now."

Black Hole

Full Action, Limited 3

EREBUS creates a black hole in your space, while safely shunting you into blinkspace. You are removed from play until the start of your next turn. You are immune to all damage and cannot be affected by anything while removed, and any effects on you are suspended until you return. In your space is a black hole equal to your size. The black hole blocks line of sight, and any effect or attack that would pass through its space ends at the black hole. Characters that start their turn adjacent to the black hole are SHREDDed until the end of their next turn, and they can't move further away from it unless they pass a HULL check as a quick action. Nothing can enter the black hole's space, but if a character would be moved into it, like through knockback, it takes 5 AP energy damage 1/turn.

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You are the black hole.

