

# RKF

# AQUILEGIA

Support

To a noble of the proud Karrakin tradition, their crest, their flags, and their many, many titles are all important things that must be made known to their soon-to-be-defeated enemies, announced with great fanfare and aplomb. Originally a frame made for ceremonial purposes opening the various honor duels and rituals with the formalities of announcing their house and their champions, the Aquilegia is sometimes found outside of the Concern, accompanying adventurous nobles into battle, bolstering allies with glorious proclamation of their master's deeds. These models are collectively assigned as Aquilegia "Squire", modified with mil-class weaponries and systems, to distinguish them from the "Ancient" designation given to their fully ceremonial precursor.

## CORE STATS

Size: 1

Armor: 0

### HULL

HP: 12

Repair Cap: 4

### AGILITY

Evasion: 7

Speed: 5

Save Target: 11

Sensors: 15

### SYSTEMS

E-Defense: 8

Tech Attack: +1

SP: 8

### ENGINEERING

Heat Cap: 5

## TRAITS

### FLAGBEARER

The Aquilegia is considered a valid surface to deploy deployables of equal or smaller size on. Deployable deployed on the Aquilegia is considered attached. The Aquilegia can attach deployables of a combined Size equal to twice its size.

When attached, deployables share space with the Aquilegia and with each other, move when it moves, and have resistance to all damage, burn and heat, though they can still be targeted separately

It can pick up adjacent deployables to attach to itself or set them down on an adjacent free space as a free action.

### HERALD

## CORE SYSTEM

### HOLO-STANDARD

*"I inscribe names upon this flag. Names of heroes. Names of champions. Names of the wretched. Names of the meek. Names of those who had been recorded as a number. Perhaps then with the final victory, meaning could be given to these deads."*

#### Phoenix Rise

Active (1 CP), Quick Action

Deploy the Holo-Standard to a free space within Sensor Range.

#### Holo-Standard

Deployable

**Size 1, HP 10+Grit, Evasion 10, E-Defense 10, Deployable**

The Holo-Standard generates an on-going Burst 3 around itself.

When an ally ends their turn in this area, the Aquilegia may Bolster them, regardless of Sensor Range and Line of Sight. This effect doesn't take an action or reaction to activate.

When you Bolster a target, you also give them +2 Armor on the next attack or hostile damaging effect they takes until the end of their next turn

### PROCLAIMER

At the start of the scene, Bolsters one ally.

## MOUNTS

FLEX  
MOUNT

An ally may, instead of taking their Standard Move or Boost, move up to twice their speed in the most direct path toward the Holo-Standard.



**Royal Karakin Foundry**  
**"AQUILEGIA"**

Signifier

LANCER

## LICENSE I: THING A, THING B

### Regalia Array

2 SP, Quick Action, Deployable, Shield, 1/scene

**Deployable (Size 1, HP 10, Evasion 5, E-Defense 5, Tags:Deployable)**

1/scene, as a quick action you can deploy this system in a free adjacent space, where it emits a Burst 3 area. Spaces within this zone and allied characters at least partially within this zone gain immunity to effects that ignore covers or line of sight. (such as Arcing, Seeking, Melee etc).

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*Disguised as medals, pendant or heraldic shields, the Regalia Array is a personal-defense shield system that employs various eschatologic system to disable most other systems deemed "dishonorable". Each an expensive, hand-crafted relic built to personal specification, the Regalia Array is a statement, both of its heraldic imagery, and of its wearer's dedication to a "fair" fight.*

### Due Decorum

2 SP, Unique, Quick Tech

Gain the following Quick Tech actions:

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**Appraisal:** Choose an allied mech within Sensor Range. They gain +1 Accuracy to the first attack roll they make on their next turn, increased to +2 Accuracy if it is the first turn in a round.

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**Condemn:** Choose a hostile target within Sensor Range. That character must succeed on a System save or is unable to take reactions or their next turn until every other character has taken their turn that round.

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*"War is a messy thing, yes, but it need not be without rules. After all, what separates us from beasts are the meaningless rituals we put on for ourselves."*

## LICENSE II: ??? FRAME, THING C, THING D

### Keeper of Titles

2 SP, Unique, Quick Tech, Bolster

Gain the following options for **Bolster**: (When you Bolster, choose one effect to apply to the targeted mech. Only one of such effect may be applied at a time)

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**Title of Power:** While the effect of Bolster is active, the ally may choose to spend the Bolster effect to instead inflict +2 Difficulty on a check or save that they force.

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**Title of Secret:** Create a size 1 data construct at a free space adjacent to the ally, lasting until the start of your next turn. The data construct provides Hard Cover. Difficulty granted by this data construct also affects Tech Attacks.

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*Titles to the KTB are sometimes more than just a name, they can also function as clearance code to access the Baronies' more esoteric database and programs, particularly dangerous, experimental or unconventional ones.*

## LICENSE III: THING E, THING F

### Mechfall Beacon

2 SP, Quick Action, Deployable

**Mechfall Beacon (Size 1/2, HP 5, Evasion 6, E-Defense 6, Tags:Deployable)**

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As a Quick Action, deploy the Mechfall Beacon at free space within Sensor Range and line of sight. At the start of your next turn, the Beacon arms. While armed, allied mechs within your Sensor Range and with line of sight to the Beacon may teleport to a free space adjacent to the Beacon as a Quick Action, destroying the Beacon in the process.

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*In an effort to stabilize Singularity Motivator usage, Mechfall Beacon are a companion module developed by Exmatt to act as an ontologic anchor in both real time and sidereal time, allowing mechs traveling through the usage of an exposed singularity to hone in on the precise location while operating in outside of real time. Mechfall Beacons gifted to the Baronies have been further developed by the RKF, existing now as an independent system of pseudo-teleportation, less powerful but more stable than the Singularity Motivator.*

### **Sonic Crusher**

Main CQB, 1 sp

[Range 5 Threat 3] [3 Kinetic Damage]

**On hit:** Mark the enemy. Only one enemy may be marked at a time, with new applications clearing the previous one. The marked enemy is Impaired and Slowed while within this weapon's range. The mark is cleared once they exits this weapon's range

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*The Loudness War is an unofficial derogatory term given to the posturing commonly seen during a Karrakin ceremony, where two or more rival houses compete in the extravagance of their display, the length of their proclamations and the volume of their fanfare. While this has recently been curbed by an official limit on permissible volume during a ceremony, citing health and safety concerns, the destructive potential of sonic weapons has not escaped the ears of weapon designers.*

*The potential to destroy their enemies by blasting their names and titles at them is extremely attractive to upstart nobles, who are all too happy to fund these experimental ventures into sonic weapon designs.*

