

IRIDIA PSYCHE

Support / Controller

While the Astraea is the face of mechs on Iridia, and is the most popular overall, the Psyche is often considered the heart. Of the original six Demonworks mechs that were produced during the conflict with Union, the Psyche managed to beat out the other less-militarized mechs in the minds of the people by having a more distinct presence.

While a superficial consideration, the Iris' scanning abilities and the Ersa's constructions just weren't the obvious indications of Hestia's favour that shimmering energy shields and teleporting mechs around were. It was the impossible made possible by Her will, and that was what Iridia needed to see.

Despite the Demonworks pushing the Artemis and Epione as new and improved guardians of the planet, it really hasn't proved too successful outside of the Church. Ordinary Iridians seem to be wildly more comforted by the compact Psyche, rather than towering statues loaded with weapons that remind them of the hardship that they've recently gone through.

Union engineers have raised concerns about the frame's ability to warp space, citing apprehension about the stability of reality, but so far there hasn't appeared to be any noticeable deterioration of space's cohesion. Regardless, all offworld Psyche pilots are required to submit periodic sensor logs to the USB in order to confirm that remains the case.

The red tape hasn't stopped the Psyche from being one of the more heavily exported frames, as its flexibility gives the units it's assigned to a great deal of staying power in a variety of situations.

CORE STATS

Size: 1/2

Armor: 0

HULL

HP: 6

Repair Cap: 5

AGILITY

Evasion: 10

Speed: 4

Save Target: 11

Sensors: 15

SYSTEMS

E-Defense: 12

Tech Attack: +1

SP: 8

ENGINEERING

Heat Cap: 4

TRAITS

DISTRIBUTIVE MATRIX

Whenever you or an ally within **Sensors** spends a repair, you and all **Mech** allies within **Sensors** gain **4 Overshield**.

METAFOLD OVERRIDE

1/round, when you target another character with a **tech action**, you may **push** that character **up to 2 spaces** in any direction before making the attack or otherwise resolving the action - the action continues even if this moves them in such a way they would no longer be a valid target - whether because of line of sight, range, **Sensors**, entering an area forbidding tech actions, or any other effect.

MOUNTS

**FLEX
MOUNT**

CORE SYSTEM

DIMENSIONAL TOPOGRAPHIC CONNECTION NEXUS

Collating data from maneuvering known points around the battlefield, this device, known for short as the "Rift Nexus", literally unravels space around the target, briefly connecting it with a discontinuous location. Swift foes can evade the portal's creation, but feedback containment ensures collected information is not wasted.

Integrated Mount: Rift Nexus

Rift Nexus

Main Nexus, Arcing

[Range 10] [Damage: n/a]

This weapon begins with **0 charges**. **1/round**, when you inflict any involuntary movement on a character, other than movement caused by this weapon, you gain **1 charge**, to a maximum of **5**.

When you hit a character with this weapon, you may **teleport** the target **up to 2 spaces** per **charge** this weapon has. Once you hit, this weapon returns to **0 charges**. **Charges** persist between scenes, but are lost during a full repair.

Rift Stabilization

Active (1 CP), Protocol

Immediately gain **5 charges** for your **Rift Nexus**, up to a maximum of **5**. For the rest of the scene, the **Rift Nexus** gains the **Accurate** tag. In addition, when you hit with your **Rift Nexus**, you may treat it as though it has fewer **charges** than it currently has (to a minimum of **1**). If you do this, reduce the number of **charges** it has by the chosen amount, rather than reducing it to **0**.

IRIDIA

PSYCHE Mk. II “FORSAKEN”

Support / Controller

Psyche Variant

Every so often a Psyche is forged that is simply *wrong*. Everything is in its place, every wire, every plating... but it just does not work as it should. Where it should react to healing, it instead only responds to the suffering it encounters. Whenever it brings people closer together, it does so only to further isolate and shatter them. A legacy of sorrow.

The matter is rarely spoken of, and any of these ‘Forsaken’ that are discovered tend to be scrapped, but some always make it through. Those who have considered the matter wonder if it’s a representation of Iridia’s shame. The collective consciousness of those who feel that they’ve failed Hestia.

The more worrying thought is that without Hestia, everything fueled by her magic will slowly erode away, stop working, or be corrupted. Perhaps this is just a harbinger of what’s to come, and eventually every mech will emerge wrong. Discordant.

The possibility has led to a lot of quiet panic amidst Demonworks engineers, while it remains a secret to everyone else. They don’t know how anything works, they certainly can’t fix anything... they just have to hope that things continue to work as they do. And things don’t get any worse.

But no matter how hard they hope, the Forsaken remains, a reminder that the Iridia of today is built on the remnants of a shattered god. A broken faith. A tenuous hope. All they can do is try their best.

But that may not be enough.

CORE STATS

Size: 1/2

Armor: 1

HULL

HP: 8

Repair Cap: 4

AGILITY

Evasion: 8

Speed: 5

Save Target: 11

Sensors: 8

SYSTEMS

E-Defense: 10

Tech Attack: +2

SP: 7

ENGINEERING

Heat Cap: 6

TRAITS

SHATTERED SOUL

When you or a character within **Sensors** who has a maximum **Structure** value greater than 1 loses **Structure**, you or one ally within **Sensors** gains 4 **Overshield**.

INVOLUNTARY ABHORRENCE

1/round, when you target another character with a **tech action**, you may **push** all characters adjacent to them **1 space** directly away from the target after resolving the action.

PARIAH

You are **Immune** to damage, **heat** and **Burn** from allied characters, but may never benefit from their Traits.

MOUNTS

MAIN/
AUX

CORE SYSTEM

TECHNOLOGICAL NULLIFIER

A corruption of the rift nexus, the technological nullifier opens a gate through a shattered realm... and holds it open, draining energy from surrounding people and places into it.

Those caught in the area report a true feeling of helplessness, as systems refuse to respond, and every part of their mech feels like it's in the process of shutting down - and might take their bodies and souls along with it.

Dead Zone

Active (1 CP), Full Action

You generate a **Blast 3** technological dead zone within **Sensors** that lasts until the end of the scene.

Hostile characters entirely within the zone may not take **tech actions** and automatically fail **Systems** checks and saves.

Hostile characters that begin their turn even partially within the zone become **Impaired**, which may be cleared with a successful **Systems** save at the end of their turn.

LICENSE I: WOVEN AEGIS, AURORA BARRIER

Woven Aegis

2 SP, Quick Action, Unique, Invade

Gain the following options for **Invade**:

Interpose Ward: Choose yourself or an allied character. Your target deals **half damage** against you, or the character you chose, until the end of their next turn.

Dispel Protection: Until the end of their next turn, your target becomes **Shredded**, cannot benefit from cover or **Invisible**, and cannot become **Hidden**. This can only be used **1/scene** on each character.

The weaver sits alone within her tower, stitching the patterns of destiny. Most see her simply as an observer, content to craft the tapestries of each life. The wise know that she can be bargained with, adding more threads, or causing others to fray before their time.

Aurora Barrier

1 SP, Quick Action, Shield, Unique

This system charges as a **quick action**, coating you in a faint rainbow sheen. While it is charged, you gain the **Brilliant Light** reaction. It can only hold one charge at a time, but charges last for the rest of the scene or until used.

When active, the user is able to project around itself a dazzling array of images in both normal and Legionspace. Those who persist in looking directly at the barrier will soon find themselves staggered and blinking away afterimages.

Brilliant Light

Reaction, 1/round

Trigger: A hostile character hits or misses you or an ally within **Range 5** with an attack.

Effect: The triggering character becomes **Impaired** until the end of their next turn, and may be **pushed 1 space** directly away from the character they hit or missed.

LICENSE II: PSYCHE FRAME (or PSYCHE MK. II FRAME), SOLEMN VIGIL, GRAVITIC CLAMPS

Solemn Vigil

3 SP, Limited 3, Quick Tech, Shield, Overshield, Unique

Expend a charge to choose an allied character within **Sensors** to gain **Overshield** equal to **4+Grit**. Whenever they lose any amount of this **Overshield** (including if it is replaced by another source of **Overshield**), they may choose one:

- **Teleport** a number of spaces up to the amount of **Overshield** lost, even if they are **Slowed**, **Immobilized** or **Stunned**.
- **Teleport** the character that caused the **Overshield** loss a number of spaces up to the amount of **Overshield** lost.

The knight sits alone atop the highest mountain, watching over the land. When the shadows stir, she descends to meet its champion in battle. While she cannot slay the beast, she never fails to drive it back into the darkness.

Gravitic Clamps

2 SP, Unique

A combination of gravitation and magnetic clamps allows you to climb on and ride around on other mechs. As a quick action, while not **Immobilized**, you may climb onto an adjacent allied mech that is a larger **Size** than you. While riding, you occupy the same space as them, move when they move (even if you're **Slowed**), and benefit from **soft cover**. If you or the mount are knocked **Prone**, **Stunned**, **Immobilized**, or destroyed, you land **Prone** in an adjacent space.

Each mech may only support one rider using Gravitic Clamps, and a mech using Gravitic Clamps may not have a rider using Gravitic Clamps.

.....
Sometimes referred to as "Butterfly Clamps", after the popular Iridian tale that a butterfly alighting on you is a sign that you're being watched over.

LICENSE III: REFRACTIVE BEAM, PANACEA

Refractive Beam

Main Rifle, 1 SP, Unique

[Line 5] [1d3+1 Energy Damage]

This weapon does not attack allied characters. Instead, whenever an ally **Mech** character is targeted, the Line immediately stops. You may then draw another **Line 5** from that character in any direction, so long as it does not overlap with any other line. This can continue indefinitely, however each ally may only ever cause a single new line. Once all lines are drawn, resolve this attack - no matter how many lines a given character is touched by, they will only ever be targeted once.

.....
Many Hestian weapons are safe to use around allies. The Refractive Beam goes one step further, weaponizing them as amplifiers.

Panacea

2 SP, Quick Tech, Unique

Choose an allied character within **Sensors**. They may reload one unloaded weapon, clear all **burn**, clear **Prone**, or immediately make a save against one effect that a save can end. This can only be used **1/scene** on each character.

.....
The healer walks alone along the world's paths, hiding in plain sight. She knows that she can never alleviate all the world's ills herself, so she seeks others of like mind to pass knowledge onto.