GEM: GARAL EXOTIC MATERIALS

DARWIN

Striker



(Art by Shadefish)

The Adaptable frame.

The Darwin incorporates a large number of biological-based components in its construction, allowing it to quickly adapt and ‘evolve’ in response to threats.

Design goal: A combination of a scout and hunter, the Darwin identifies enemies and their weaknesses before moving to strike.

Mechanics Used: Scan effects and LOCK ON to supplement or enhance its striker role.

CORE STATS

Size: 1
Armor: 0

HULL
HP: 10
Repair Cap: 5

AGILITY
Evasion: 10
Speed: 5

Save Target: 10
Sensors: 8

SYSTEMS
E-Defense: 6
Tech Attack: -2
SP: 6

ENGINEERING
Heat Cap: 6

TRAITS

ADAPTATION

The Darwin gains resistance to the last type of damage it received. The Darwin can only have one resistance at a time from this ability, and it loses all resistances from this ability when it takes a **Rest** or **Full Repair.**

CHAINED SYSTEMS

The Darwin receives +1 Difficulty on SYSTEMS checks and saves.

EVALUATION

When the Darwin uses **Scan** and chooses to know the target's statistics, it continues to know their current HP. 1/turn the Darwin deals +1d3 bonus damage against them on a hit with a weapon attack, or +1d6 bonus damage if the target is at half of their HP maximum or less. These effects last until the Darwin **Scans** another character.

MOUNTS

AUX MOUNT

MAIN MOUNT

HEAVY MOUNT

CORE SYSTEM

EYE OF THE HUNTER

A constant stream of environmental information is digested by the Darwin's sensors and fed directly into the pilot's cortex, allowing them to perceive the slightest details.

Eye of the Hunter
Active (1 CP), Protocol

All hostile characters within range 50 lose HIDDEN and INVISIBLE, and gain LOCK ON. Until the end of the scene, any enemy within your sensors automatically lose HIDDEN and you ignore INVISIBLE. All of your weapons gain the OVERKILL tag until the end of the scene.

LICENSE I: INSTINCT, RAVAGE

Instinct
2 SP

Whenever you consume LOCK ON, roll 1d6. On a 5+, the LOCK ON remains.

There is no escaping the steady eye of the hunter.

Ravage
1 SP, Reaction

Trigger: You take Structure or Stress damage

Effect: You can immediately **Skirmish.**

LICENSE II: DARWIN FRAME, DEVOUR, PREDICTION

Devour
2 SP, Unique, Quick Action

You devour the wreckage of an adjacent destroyed mech or enemy, removing it from play and restoring your HP to full. You also gain +2 ACC on all attacks, checks and saves until the end of your next turn.

CONSUME. GROW. EVOLVE.

Prediction
2 SP

When you **Scan** a target, you learn their SPEED regardless of what option you choose. You can pick an empty space within their SPEED. They must pass a SYSTEMS save or take 2 Heat if they don't end their next turn in that space.

Stored biological data on prey behavior and a wide array of environmental sensors allow prediction of movement with a 98% success rate.

LICENSE III: GREYTOOTH SLICER, MIXCOATL-CLASS NHP

Greytooth Slicer
Superheavy Melee, Inaccurate, Overkill
[Threat 2] [4d6+2 Kinetic]

Gains **Reliable 1** for every enemy destroyed or defeated will this weapon, stacking up to Reliable 8. It loses all **Reliable** on a **Full Repair**.

This oversized sword is upgraded from the pieces of foes it destroys.

MIXCOATL-Class NHP
3 SP, AI, Unique

Your mech gains the **AI** property and the **Pack Tactics** Quick Tech action.

MIXCOATL-Class NPHs digest incredible amounts of environmental data as they build their xenobiological library.

MIXCOATL clones have been identified displaying two distinct personality profiles. The HUNTER, and the PROFESSOR. When MIXCOATL is cycled, either personality can surface regardless of which was previously present.

Pack Tactics
Quick Tech, Heat 1 (Self)

You can choose two of the following options: **Bolster, Scan, Lock On.**

Lead the hunt. Set your traps. Strike.

OR, you know, we could study it.