

HORUS HERUKA

Striker

First identified among the underground dueling circles of the House of Smoke, the Heruka is a strange pattern group whose battlefield application stems from its original purpose as a training/simulation frame. Without the resources of sanctioned duels, the underground dueling circles cannot easily repair and refit their mechs, and thus resort to simulation strikes, where points are scored if the weapon would hit, without damaging the frame. This drive for an ever greater simulacrum of a real fight led to the development of the predecessor to the Heruka, the Blue Lotus. Using a constantly updating database of battlefield information and a very powerful simulationist computer, the Blue Lotus was capable of simulating strikes to 99.9% accuracy, including subsequent damages and sub-system effects stemming from the attack, and with the capability of shutting its systems down or modifying it according to simulated results, allowing the duelist to go all out in a duel without risk of damage and still receive all the results and feedback of real steel on steel contact.

With the blueprint circulating around the Omninet in hidden forums and chat rooms, it was only a matter of time before outside actors were able to gain access to its source code and make further modifications. The Heruka is a souped up version of the original Blue Lotus, capable of affecting real damage through its usage of simulated data. Using its powerful on board computer and electronic warfare system, the Heruka is able to feed false damage read-out and feedback indistinguishable to the real thing into an enemy mech system, causing the systems to shut down as if it had been physically hit. Afterall, if the mech believes that a hose has been cut, then it will no longer send fuel through that hose, and thus the result is as if the hose has been actually cut.

CORE STATS

Size: 1

Armor: 1

HULL

HP: 10

Repair Cap: 3

AGILITY

Evasion: 7

Speed: 3

Save Target: 10

Sensors: 10

SYSTEMS

E-Defense: 10

Tech Attack: +1

SP: 7

ENGINEERING

Heat Cap: 5

TRAITS

SYSTEM SHOCK

On successful Improvised Attack, the Heruka may instead deal 1 AP Kinetic Damage and 5 Heat, 6 Heat on a critical hit.

HOSTILE BRIDGE

When the Heruka makes an Improvised Attack, it may choose one of the following effects. Each options can only be chosen 1/scene:

OS Destruction: On hit: The target has their E-Defense reduced to 0 until they succeed on a System Save as Full Action.

36 Kata: Before or after the attack, immediately make a Ram attack and a Grapple attack against the target as free actions.

GHOST STRIKE

Gain the following options for **Invade**:

Blade from the Duat: Choose one mount. You make an attack against the invaded character using all melee weapons from that mount, regardless of Threat (this does not include Superheavy).

For the duration of the attack, the weapons have Smart and deal Energy instead of Kinetic or Explosive.

Fist of the God Moon: Make a Ram attack against the targeted character as if you were in an adjacent space to them of your choice.

CORE SYSTEM

ALL UNDER HEAVEN

"The swordsman may spend his life learning to cut with a blade. Yet, he may be disarmed, his blade may break, and all his life work may be rendered useless in a heartbeat. The greatest swordsman, who has understood the essence of the cut, may cut without a blade. He may cut with his hand, he may cut with his heart, he may cut with his mind".

Omninet Transubstantiation

Active (1 CP), Quick Action

For the rest of the scene, gain the following effect:

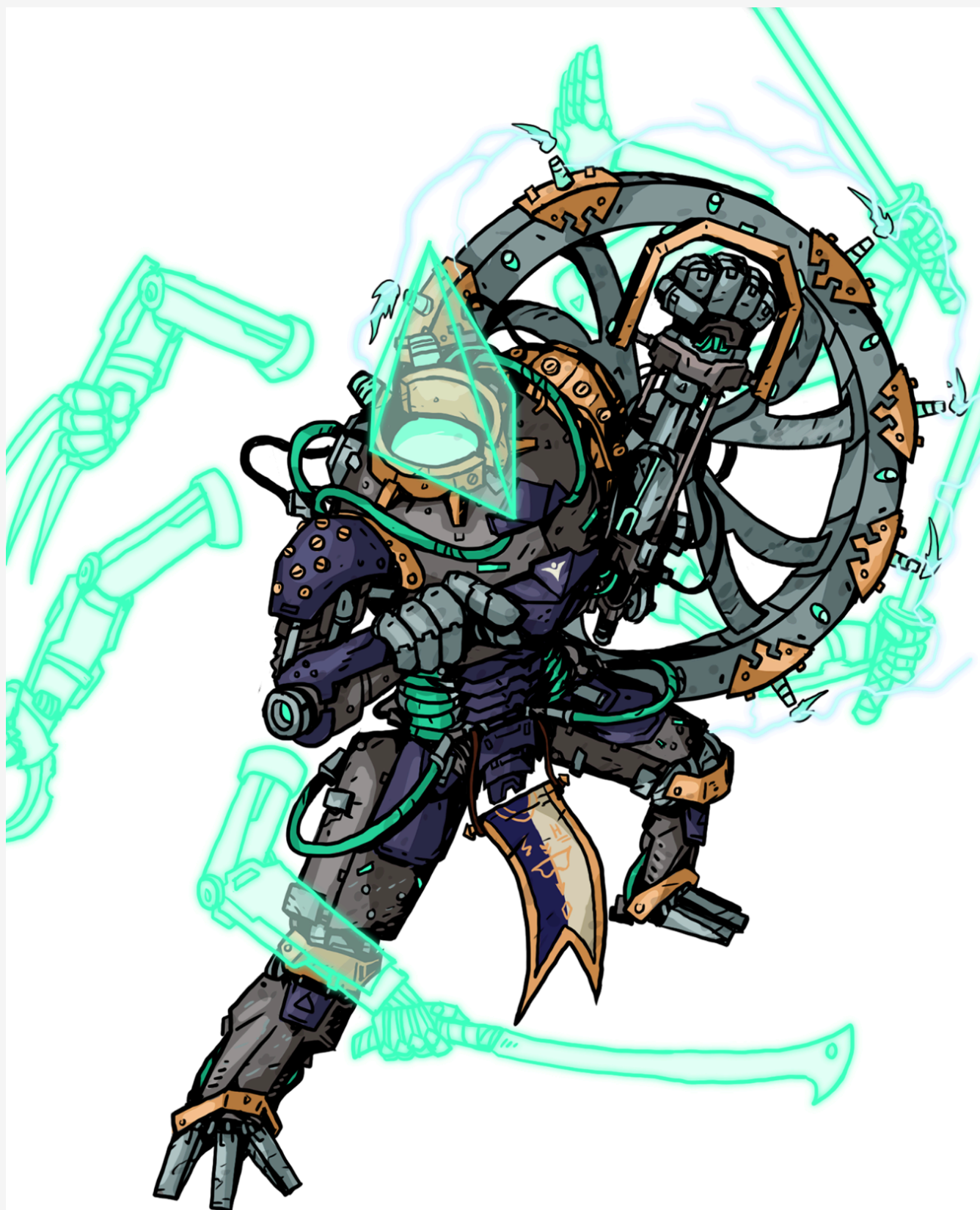
1/turn, when you hit an enemy with a melee attack, you may teleport to a free space within range 3 of the targeted enemy.

MOUNTS

AUX/
AUX

MAIN/
AUX

MAIN/
AUX



HORUS "Heruka"

Hack and Slash

Seven Stars Invasion Suite, Dharmachakra,
Ten Thousand Arms

LANCER

The mech RPG

LICENSE I: STRESS POINT FINGER SPEAR, SEVEN STARS SUITE

Stress Point Finger Spear

Auxiliary Melee, Accurate

[Threat 1] [1d3 Kinetic Damage]

On Hit: You give the target an additional -1 on the next Save or Check they make until the end of their next turn. This effect stacks.

On Crit: The target takes 1 Heat

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Many martial arts techniques that once were once considered mythical, dramatic embellishment or purely made up turned out to be quite useful when performed by a mechanical chassis with strength and coordination far beyond that of humans, much to the delight of melee-minded pilots everywhere.

Seven Stars Suite

2 SP, Quick Tech

Gain the following **Quick Tech** options:

Delayed Cascade: Make a tech attack against a character within Sensors. On a hit, until the end of your next turn, whenever the target takes damage, it takes 0 instead, and all damage it would have taken is recorded before resistance and armor. At the end of your next turn, the target takes all the recorded damage as AP energy damage that cannot be reduced in any way.

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"You are already dead" - Documentation within the Seven Stars Suite code, Line 245, Author Unknown

LICENSE II: HERUKA FRAME, BLADE BREAKER, DHARMACHAKRA

Blade Breaker

1 SP, Unique

When you Brace against a Melee attack, the attacker must succeed on an Engineering Save or be Jammed until the end of their next turn

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"Disclaimer: The following section is preserved for archival purposes and to preserve the authenticity of the original text. Under no circumstances should the following techniques be attempted in real life." - The Way of the Hundred Blades, Book 1, pg 156.

Dharmachakra

Main Melee, Unique, Reliable 2

[1 Threat] [1d6 Kinetic Damage]

As a Quick Action, you can store a charge in this weapon, up to 3 charges.

With each charge, reduce your speed by 1 to a minimum of 0 and increase the damage of this weapon by 1d6 and Reliable by 2. At 3 charges, gain AP. This Quick Action can be repeated multiple times a turn.

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All charges are expended when you attack with this weapon or dismissed as a Free Action.

A strange weapon, shaped like that of a wheel. Beneath its simple construction lies a powerful kinetic battery system capable of storing the energy of each turn of the wheel, allowing mechs to power up this weapon in the field with no external power source needed. At a moment's notice, all the stored energy may be released, causing devastating damage.

LICENSE III: TEN THOUSAND ARMS, RAVANA-CLASS NHP

Ten Thousand Arms

3 SP, Protocol, Unique, Heat 1

All Melee weapons gain Ordnance this turn but can still be used to attack adjacent targets.

When you Barrage this turn, you may attack with all equipped non-Superheavy Melee weapons.

"Your opponent may only move in one direction at a time. When ten thousand strikes are thrown in an instance, leaving no space that isn't struck, man and machine alike will surely be cut, and destroyed instantly." - The Way of the Hundred Blades, Book 4, pg 2800.

RAVANA-Class NHP

2 SP, AI, Unique, 1/scene

Gain the **AI** property and the following **Full Tech**

The Wheel of Suffering: 1/scene, queue 4 consecutive Invades against a single target. Resolve each Invade in sequence, and if an Invade fails the queue stops and you do not make the rest of the Invade actions.

Manifested during a 100-man simulated brawl on the moon Eyalet-a where one contestant used a Heruka instead of the Blue Lotus as agreed upon, RAVANA is born in battle with a thirst for conflict. Initially mis-labeled as a Sekhmet defective clone, Ravana instead shows remarkable restraint despite its apparent lust for battle, appearing collected and focused both on and off the battlefield. It views conflict as a means to an end, using battle to strengthen itself and test its skills to forever hone its technique both within physical space and digital space, with the aim of becoming the most complete warrior possible.

[Might makes Right, and Right makes Might. Seek Truth, and sharpen yourself to cut through all falsehood. Even if RA would stand in your way, strike without hesitation.]

