

Lupus Security & Robotronics

Bloodhound

Controller/Defender

Fluff Blurp goes here.

To use this template, copy-paste the blocks you want around, delete any extra ones. For cool icons to include, here's a folder full of them: [Lancer Class Icons](#)

CORE STATS

Size: 2

Armor: 2

HULL

HP: 8

Repair Cap: 4

AGILITY

Evasion: 8

Speed: 3

Save Target: 11

Sensors: 5

SYSTEMS

E-Defense: 10

Tech Attack: +1

SP: 5

ENGINEERING

Heat Cap: 6

TRAITS

PAINMAKER

1/round As a quick action, the Bloodhound chooses a hostile character within range 3.

Until the end of their next turn; if the target attempts to move or take any action within range 3 of the Bloodhound. As a reaction it may immediately interrupt with a Skirmish or Quick Tech against the target, dealing half **damage**, **burn**, and **heat**. This reaction is resolved before the target's movement or action is made.

BLOODSENSE

The Bloodhound always knows if characters are at or under half of their maximum HP, but not the exact number.

This includes any Biological signatures.

GREATER SENSES

The Bloodhound's attacks ignore the invisible

CORE SYSTEM

Chassis-Mounted Evil Eyes

Core System Fluff

BLOODLUST

Whenever you hit an attack against a hostile character, you may choose to give the target an **Injury** die, a 1d6, starting at 1.

1/turn the **Injury** die ticks up whenever the target is hit by an attack; All effects from the **Injury** die are tracked simultaneously and last until the target exits your sensors at the end of their turn. These effects are reapplied whenever they enter your sensors.

2+ Open Wound: The target takes **1 AP Energy** damage whenever they make an attack and move as though they're in difficult terrain.

4+ Deep Wound: The target is **Impaired**; 1/round as a reaction, whenever the target moves, enters, leaves, or exits within range 5 of you or an allied character; the character that took this reaction boosts towards the target, ignoring engagement and doesn't provoke reactions.

6 Fatal Wound: The target is **Shredded**; Additionally, you and allied characters receive +1 accuracy on all attacks, checks, and saves forced by or made against the target.

status of characters, and knows the exact space and can target hidden characters within sensors, however attacks made against hidden characters receive +2 difficulty.

MOUNTS

FLEX
MOUNT

HEAVY
MOUNT

The **Injury** die lasts until the end of the scene, the target is destroyed, or you apply the **Injury** die to a different target you hit, of which the value of the **Injury** die is reset to 1.

Blood Frenzy

Active (1 CP), Protocol, Efficient

Until the end of your next turn, **PAINMAKER**'s range is increased to range 5; Additionally, the Injury die can be increased 2/turn instead of 1/turn, and the effects of **BLOODLUST** can be triggered and originate from allied characters up to a max of Range 10.

NEW TAG: *RECOIL*

This weapon shakes with every shot it takes and suffers a cumulative -X to hit after every attack (not attack roll), capping at -6. This penalty is tracked separately for each equipped Recoil weapon.

Characters with this penalty must succeed at a **Hull** or **Agility** check at the end of their turn to reset the penalty to 0 for all weapons. Characters that Stabilize reset the penalty immediately.

LICENSE I: Grind Servos, Smoothbore Revolver

Grind Servos

2 SP, Unique

Gain the **Halt/Trudge** reaction; which doesn't count against the maximum number of reactions a turn, so you can take other reactions normally.

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System FLuff

Halt/Trudge

Reaction, 1/round

Trigger: Whenever you hit a hostile character with an attack; or a hostile character fails a check or save within range 5.

Effect: Take **2 Heat** to force the target to make a **HULL** save or become **Slowed** and treat all spaces they move through as Difficult Terrain. An affected character can attempt to succeed on an additional **HULL** save as a quick action or exit range 5 of you at the end of their turn to end the effect, otherwise it lasts until the end of the scene.

Smoothbore Revolver

Main CQB, Inaccurate, Recoil 1, 1 Heat (Self)

[Range 5, Threat 3] [1d3+2 Explosive + 1 Heat]

On Hit: The target must make a **HULL** save or be knocked **Prone**.

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Weapon FLuff

LICENSE II: On my Mark, LOCK/DOWN Nexus

On my Mark

2 SP, Quick Tech, Unique

Choose a hostile character within range 3.

Until the end of their next turn, an allied character of your choice within range 5 of the target gains the **Ready, Set, Go!** reaction.

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Tech FLuff

Ready, Set, Go!

Reaction, 1/round

Trigger: If the marked target attempts to move or make any hostile action (e.g. actions that make an attack; force checks, and saves; or would deal damage, burn, or heat) within range 3 of the character that gave the **Ready, Set, Go!** reaction.

Effect: You immediately interrupt with a Skirmish or Invade against the target dealing half damage, burn, and heat. This reaction is resolved before the target's movement or action is made.

LOCK/DOWN Nexus

Main Nexus, 2 SP, Smart, 1 Heat (Self), Unique

[Burst 2, Threat 2] [3 Kinetic]

The final attack roll for this weapon can never be affected by difficulty.

After an attack with this weapon is resolved; until the start of your next turn, all spaces within the affected area become difficult terrain to hostile characters.

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Weapon FLuff

LICENSE III: ULLR-Class NHP, “Devil’s Cackle” Automatic Shotgun

ULLR-Class NHP

3 SP, Quick Tech, 2 Heat (Self)

Your mech gains the **AI** property and the following **Follower Count** Quick Tech option.

Follower Count: Make a tech attack against a character within sensors and line of sight. On a success, they take **3 Heat**, and you and allied characters gain an additional **+1 Accuracy** to their attack rolls against the target, gaining an additional **+1 Accuracy** at the end of the target’s next turn. An affected character can attempt to succeed on a **Systems** save at the end of their turn to end the effect, otherwise it lasts until the end of the scene.

AI Fluff

“Devil’s Cackle” Automatic Shotgun

Heavy CQB, AP, Recoil 1

[Range 5, Threat 3] [1d6 Kinetic]

This weapon can make up to three attacks at once, against the same or multiple. You take **1 Heat** after the 1st attack is made per turn.

Weapon Fluff

Weapon Name

Weapon Type, Tags

[X Range] [X Damage]

Weapon mechanics go here. Used for weapons with mechanics.

Weapon Fluff

Weapon Name

Weapon Type, Tags

[X Range] [X Damage]

Weapon Fluff

System Name

X SP, Tags

System mechanics go here. Used for general systems and non-tech AIs. Paired with a separate reaction block for things that grant reactions. AIs also use a separate teal block for non-tech actions or protocols.

System Fluff

Reaction Name

Reaction, X/round, Tags

Trigger: Stuff

Effect: Stuff

Protocol System Name

X SP, Protocol, Other Tags

System mechanics go here. Used for non-AI systems that grant protocols.

System Fluff

System/AI Name

X SP, AI, Unique

Gain the **AI** property and the following **Thingamajig**: If they also grant a reaction or protocol, it is included after.

If not an AI, just put the system text here

System Fluff

Mono-Tech Name

X SP, Tags

Tech mechanics go here. Used for techs that only have one option.

Tech Fluff

On my Mark

2 SP, Quick Tech, Unique

Choose a hostile character within range 3.

Until the end of their next turn, an allied character within range 5 of the target gains the **Ready, Set, Go!** reaction.

if the target exits or makes any hostile quick action (e.g. actions that make an attack, force checks, and saves; or would deal damage, burn, or heat) within range 3 of you, an allied character within range 5 can immediately Skirmish or Invade against the target dealing half **damage, burn, and heat**. This reaction is resolved before the action is made.

Tech Fluff

Poly-Tech Name

X SP, Tags

Gain the following **Whatever**s: Used for things that grant multiple invades or other techs.

Option One: The first one.

Option Two: The second. If you need a third option, first add two rows, then copy-paste this cell and the one above it into the new cells, and adjust the formatting if necessary.

Tech Fluff

Tech AI Name

X SP, Tags

Gain the **AI** property and the following **Thingamajig**: Used for AIs that grant techs, other AIs use the green block. If they also grant a reaction or protocol, it is included after.

Thingamajig: Something

AI Fluff