

ADY CARMINE

Striker
Blackbeard Variant

Designed to allow front-line Ofanim greater battlefield control, the Carmine also serves as an excellent tool to focus one's thoughts. Rather than traditional controls, the Phantasms generated by the frame are guided by the pilot's desires; undisciplined minds will find them far more erratic and difficult to work with.

CORE STATS

Size: 1

Armor: 2

HULL

HP: 10

Repair Cap: 4

AGILITY

Evasion: 8

Speed: 4

Save Target: 10

Sensors: 5

SYSTEMS

E-Defense: 7

Tech Attack: -2

SP: 5

ENGINEERING

Heat Cap: 6

TRAITS

PHANTASM STRIKE

1/round, when making an attack with a melee weapon, the Carmine may treat the weapon as having **Thrown 5**. The weapon automatically returns to you after the attack.

FIRMAMENT THREADING

When the Carmine uses **Ram**, **Grapple**, or **Improvised Attack**, it rolls to hit against the lowest of the target's **evasion** and **e-defense**.

WEAK COMPUTER

The Carmine gets **+1 Difficulty** on all **Systems** checks and saves.

MOUNTS

FLEX
MOUNT

MAIN
MOUNT

HEAVY
MOUNT

CORE SYSTEM

PHANTASM ARMORY

The Carmine's formidable close combat abilities are further augmented by Phantasms. These semiphysical replicas of its weaponry inhabit the nearby space, giving the pilot a far greater reach than would otherwise be expected.

While they normally remain free-floating - guided by the user's thoughts - they can also be coordinated to devastating effect.

Execution

Active (1 CP), Protocol, Efficient

Deal **1 Structure Damage** to a character you are in a **Grapple** with. Characters that are not destroyed are also knocked **Prone**.

ADY

AZURE

Support
Emperor Variant

The Azure is a mech that heavily draws on the Firmament, even more than most Ofanim. It is presence personified, commanding the space around itself. Even gravity and light will briefly warp at its whims, freeing those around it from earth's shackles, or cloaking them from sight.

CORE STATS

Size: 2

Armor: 1

HULL

HP: 8

Repair Cap: 3

AGILITY

Evasion: 10

Speed: 5

Save Target: 11

Sensors: 8

SYSTEMS

E-Defense: 8

Tech Attack: +1

SP: 7

ENGINEERING

Heat Cap: 6

CORE SYSTEM

RADIANT TETHER

The Azure serves as an anchor, providing connections in the Firmament that its allies can take hold of.

If any of its charges are in danger, the Azure is able to pull them briefly through the Firmament to appear at its side.

TRAITS

SPLENDOR

The Azure can count any and all of its movement as **flying**.

Allied characters that start their turn within **range 3** of the Azure may benefit from this trait until the end of their turn, but must end their movement on solid ground.

PERCEPTION VEIL

1/round, when you target an allied character with a **tech action** or **Angelic Rescue**, you may cloak them in radiance. The first attack roll against them before the end of their next turn treats them as **Invisible**.

MOUNTS

MAIN
MOUNT

FLEX
MOUNT

Angelic Rescue

Active (1 CP), Quick Action, Efficient

The Azure selects an allied character within **range 20**, even outside line of sight. They may clear one **condition** (not caused by their own talents, systems, etc.) and are **teleported** to any free space adjacent to the Azure.

ADY

VIRIDIAN

Controller/Defender
Goblin Variant

Unlike many of its contemporaries, who attempt to brute force their way through systems, the Viridian takes a more subtle approach. As it traverses the battlefield, it lays a Firmament web around itself and waits for foes to make a false step.

CORE STATS

Size: 1/2

Armor: 2

HULL

HP: 6

Repair Cap: 3

AGILITY

Evasion: 8

Speed: 5

Save Target: 11

Sensors: 5

SYSTEMS

E-Defense: 10

Tech Attack: +2

SP: 7

ENGINEERING

Heat Cap: 4

TRAITS

AETHERAL WEB

The Viridian may **Overwatch** with **Invade**, counting as **Threat 3**.

FLUX SHIELDING

On its turn, the Viridian gains **resistance** to all damage.

MOUNTS

MAIN
MOUNT

MAIN/
AUX

CORE SYSTEM

SPATIAL FOLD

The Viridian's web isn't just useful for snaring foes. Skilled pilots are also able to use the Firmament strands to briefly bind together discontinuous space, forming a bridge of sorts.

The weaving in the Firmament has been compared to that of a Firmament Hall, though there is no dedicated terminus. This has led to the postulation that enough Viridians working in concert may be able to bridge worlds, but it remains untested.

Flash Step

Active (1 CP), Free Action, Efficient

The Viridian **teleports** up to its **Speed**.

ADY ONYX

Striker/Support
Sherman Variant

Mechs produced by the Aun'Ist Design Yards are designed solely for use by Aunic forces, resulting in lines known only by internal production designations. While they never needed to be marketed, Ofanim pilots quickly gave them colloquial names anyways. The training mechs during a pilot's education were nicknamed 'Blanks' - anyone having to pilot one hadn't even earned their White - and the practice of referring to frames by colours spread from there.

The Onyx is a combat ready iteration of the most basic Blank model, which results in them being a common sight across the battlefield - every Ofanim has at least a passing familiarity with piloting them.

CORE STATS

Size: 1

Armor: 1

HULL

HP: 10

Repair Cap: 4

AGILITY

Evasion: 7

Speed: 3

Save Target: 10

Sensors: 8

SYSTEMS

E-Defense: 8

Tech Attack: 0

SP: 5

ENGINEERING

Heat Cap: 6

TRAITS

DISPERSION PLATING

When the Onyx would gain **heat**, it gains 1 less **heat** (to a minimum of 1).

BENEDICTION

When the Onyx **Stabilizes** and chooses to clear an allied character's condition, it may choose an allied character within **Sensors** instead of an adjacent allied character.

MOUNTS

MAIN
MOUNT

FLEX
MOUNT

HEAVY
MOUNT

CORE SYSTEM

UNITY MATRIX

The Unity Matrix effectively projects the essence of the user's mech over another - though it consumes a prodigious amount of energy, sharply limiting its useability.

While it hasn't lived up to expectations, the facsimiles it creates still allow the Onyx to briefly grant allies its considerable firepower.

Entwine

Active (1 CP), Protocol, Efficient

Choose an allied character within **Sensors**. Until the end of the Onyx's turn, the Onyx is **Immobilized** and may originate any weapon attack as if it were in the chosen character's space.