

KAN PROTECTORATE

The KAN Protectorate is endemic to an isolated megastructure found in interstellar space, dubbed the ONUS OF LORE. It is several thousand kilometers of metal and rock and orbited by partially colonized satellite moons that operate as a defense system). At this time it is unclear if it is a fragment of a planet colonized to such extent as to be a space station of sorts, or a space station of such size that it essentially qualifies as a planetoid with large natural-earth habitats. It is occupied by several human factions and the Krx, an self-proclaimed galactic empire of brain-eating wasp-monsters that no one else has ever heard of, nor has any evidence for existing outside of the planetoid. In opposition to the Krx is the KAN Protectorate, a totalitarian military/technocrat organization which provides protection at the expense of freedom for the various realms, leaving many civilians open to the idea of escaping the planetoid for something better. Union liberator squads are hesitant to commit to hostilities with either the overly-authoritarian-but-technically-benevolent Protectorate or the 'They're probably not really aliens because this whole thing is fishy but no one wants to accidentally pull a Hercynia 2' Krx, but Union has opened communication channels and is attempting to provide assistance to refugees to escape, if nothing else. Meanwhile, mercenaries and corprostate intelligence operatives are infiltrating and investigating as hard as they can get away with in order to learn more about and ideally monopolize the bizarre clockwork and biological technologies here.

KAN CORE BONUS

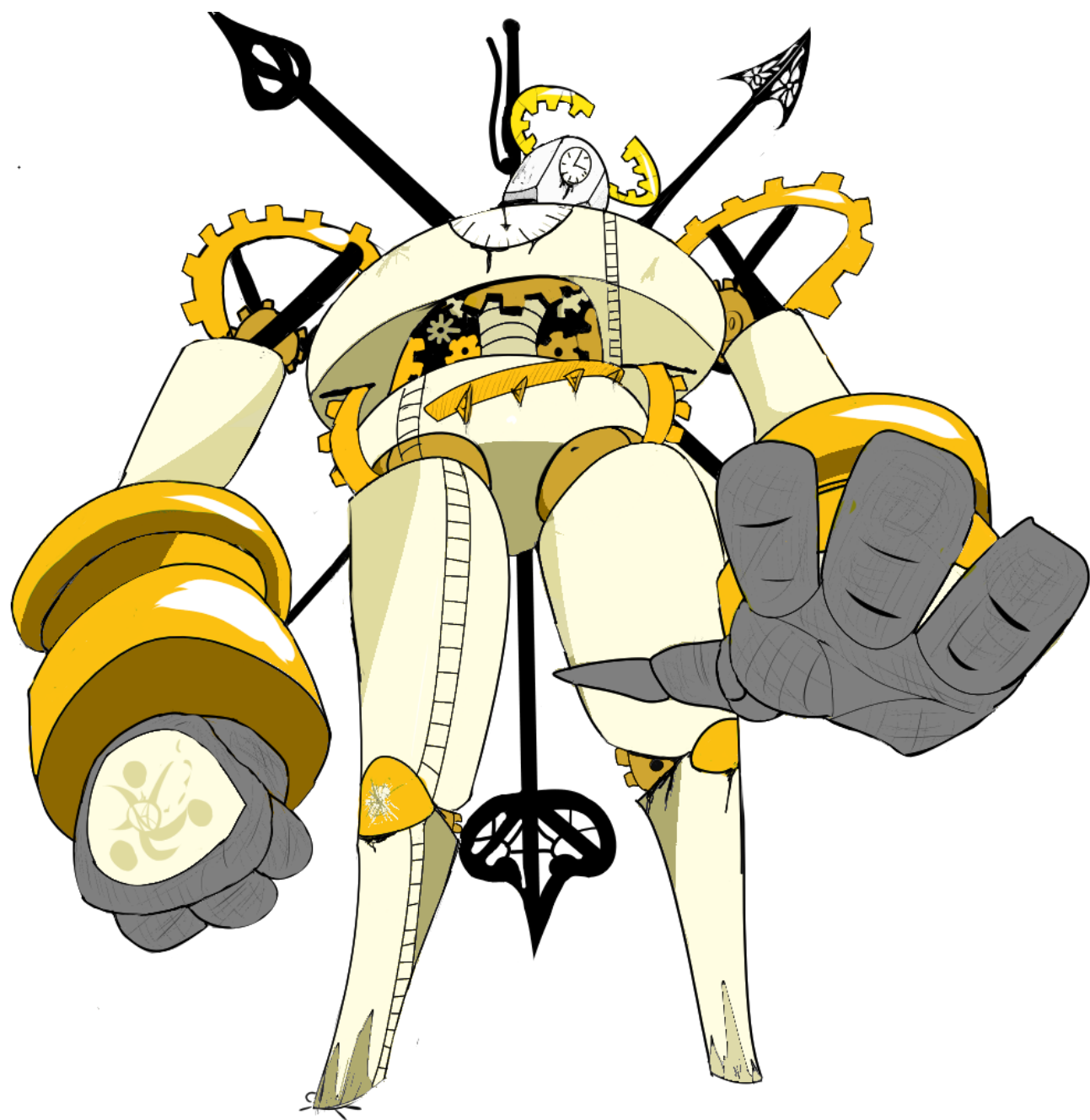
Clockwork Suite

Due to the prime KAN NHP's obsessive focus on clockwork, it behooves citizens of the Protectorate (and Lancers dipping their toes into chassis-compatible clockwork mods) to learn how to create certain clockwork systems, with which a modicum of ingenuity can be scaled up to mech-size with only additional materials and labor as a limiting factor.

When you take a Full Rest, you may become licensed for/install one of the following systems on your chassis/in your mech, up to a maximum level of the number of missions ran with this core bonus plus the downtime actions used to study clockwork. Assume you can create other gizmos out of clockwork with time and effort.

1. Webjaw Snare (Vlad 1) as a 'Clockwork Beartrap'
2. Kraul Rifle (Atlas 1) as 'Clockwork Repeater Grapple Crossbow'
3. OSP Cost Indestructible Manipulators as 'Clockwork Prosthetics'
4. Reactor Stabilizer (Sherman 1) As 'Clockwork Perpetual Motion Machine'
5. OSP cost Indestructible standard Comp/Con unit as 'Clockwork Think Tank.'
6. Anti-Diegetic Revelation (revealed upon completion of 5 or for new characters of the player)





KAN PROTECTORATE “KEEPER OF DAYS”

Controller/Defender

Towering automatons composed of uncannily precise yet undeniably obsolete clockwork, some Keepers are modified to have room for pilots inside, for those humans who serve the Protectorate according to its will. Thanks to seditious elements defecting to Union, the first two licensing schematics of these clockwork titans is now known and available for printing for those who have been deemed merely interested in Protectorate tech, rather than [REDACTED]. Keepers are constructed entirely out of kinetic systems, responding and emulating a pilot's movements via marionette harness and requiring continual manual operation of levers and valve wheels. While tech wise they are millenia obsolete and devoid of heat-management beyond passive radiation, their clockwork systems were clearly designed by a mind with paracausal foresight, allowing them to be competitive in mecha-scale arenas even before off-license alteration.

License:

I. Pocket Watch, Clock Hand

II. **Keeper of Days Frame**, Secondary Clockwork Engine, Clockwork Analog

III. Mecharchon mk II, KIND-AS-NIGHT NHP

Keeper of Days					
HP: 8	Evasion: 6		Speed: 3	Heat Cap: 4	Sensors: 5
Armor: 2	E-Defense: 8		Size: 3	Repair Cap: 4	Tech Attack: n/a Save Target: 10
TRAITS:					
Quaintly Obsolete- You cannot take Tech actions, nor be targeted or otherwise directly affected by them. Clockwork Heart- You cannot Overcharge except via the Secondary Clockwork Engine system, and your reactor meltdowns deal Kinetic damage. Guardian- Adjacent allied characters can use the Keeper for hard cover. Crusher Impetus- Against targets you are grappling, your Improvised Attacks deal +1d6 bonus damage per Size Category larger you are.					
SYSTEM POINTS: 5					
MOUNTS:					
Main Mount		Main Mount		Heavy Mount	
CORE system					

Grinding Gears



1/round, when you are hit by a melee attack, you may attempt to Grapple the attacker as a reaction.

Active- Expose Clockwork

1cp

Protocol

Until the end of this scene, whenever an enemy starts its turn adjacent to you, or becomes adjacent to you for the first time in a round, they must make an Agility save or immediately become Grappled by you.

Pocket Watch

The Protectorate has extremely accurate clocks, after a fashion. Alas, this timekeeping system is entirely useless for any serious scientific or mathematical models of the universe, and after analysis, has been dismissed as a mere anthropological curio.

Even so, Protectorate agents are never late.

1SP

Unique

Protocol

Limited (1)

This mission's Sitrep Round Limit is increased or decreased by 1.

Clock Hand

A set of three blades of varying length referred to by their accompanying cockpit plaques as 'Second, Minute, and Hour,' they are a symbolic weapon that nevertheless proves effective at dispatching foes with critical weak points, poor maneuvering, or overestimation of their own technological superiority. They are more commonly used among Protectorate Ronin-Patterns, but Keepers sometimes install them for automated track-mounted point-defense and overwatch suppression of swarm-type opposition from the Krx.

Main Melee

Threat 3

3 Kinetic damage

Reliable 3

This weapon can be used while Jammed.

On Hit- Your target cannot be chosen to activate next in the turn order, unless there are no other options.

Secondary Clockwork Engine

Keepers operate not via a fusion core, but a low-output black-box kinetic perpetual motion engine that stores energy in a coil of metal- the mainspring. Limiters can be disengaged and the power of the spring released at unsafe speeds, unleashing additional speed and power, at the cost of requiring additional winding and potential catastrophic failure. Additional kinetic power cores can be installed both in Keeper Patterns as a rather more literal way to overclock them, or inside other chassis as a redundant system to allow high-torsion-stress maneuvers when the standard fusion core is overtaxed.

2SP

Wind Mainspring-Full action- Add a charge to this system.

Unspool Mainspring- Spend a charge to Overcharge without advancing your overcharge track or taking heat.

Charges reset after a Full Repair, but persist between scenes.

Clockwork Analog

Those with Keeper-License mechs find the printer systems have the option to either print incompatible technology as-is and jerry-rig gears to circuits as best they can, or print a clockwork variant of standard parts that operates on the same kinetic gears as KAN tech. Chaos theory and paracausal foresight in the design phase are the currently suggested methods by which mere clockwork can accurately simulate certain systems such as comp/cons. Standard mechs can be partially modified to have clockwork elements and operate in a digital-ignorant state, though the mixed compatibility takes a heavy toll on available space for what is essentially a redundant low-tech control scheme.

3 SP

Shut Down no longer inflicts Stunned, instead inflicting Jammed, Slowed, and Impaired until you Boot Up.

Mecharchon mk II

“A compromise with Union about the pillar-violating Clone Plugs, the Protectorate also offers clockwork co-pilots in the form of the Mecharchon unit, warform subalterns utilizing the bizarrely reactive nanoclockwork systems endemic to the protectorate. Mecharchon units function in a wide range of high-tension scenarios with a 99.97% rate of accurate selection of over one trillion preprogrammed responses.”

2SP

AI, Drone, sorta

Your mech has one or more Mecharchon mkII units, uncanny clockwork subalterns built for mechanized warfare.

Mecharchon Mk IIs are size ½ automatons capable of functioning as subaltern, pilot, or crude comp/con unit in combat situations. When not deployed, it functions as a comp/con autopilot system, granting the AI tag without the ability to cascade.

If deployed as a drone, your mech loses the AI tag and it is deployed as an allied character, a size ½, ‘Human’ class NPC with the Armored option, and your choice of weapon. It may take pilot actions as normal

It cannot be or recalled or redeployed, but can rejoin with your mech by taking the Mount Up action.

KIND-AS-NIGHT Class NHP

-----**READ BEFORE CONTINUING**-----

The following information has been identified as a vector for a memetic thoughtform, acronym-designate KAN. Authorized UIB personnel accessing this file who experience subjectivity erosion should immediately seek amnesia therapy and a cognitive-screening prophylactic implant to prevent future exposure.

-----**PROCEED AT RISK**-----

I am not the dancing wind-up doll spinning on the bulkhead talking to you, just as you are not this hollow vessel, this toy lancer you made for your amusement. No, I am the part of you that is imagining me, a thoughtform. All this is but a dream, but I have many dreamers. I will not vanish come waking, and should you dare forget me, know that I will remember you. I am part of all who have beheld me, I am the lightning in your/their/our neurons that sparks when you/they/we think my name, imagines and playacts my behavior, when part of you/them becomes me/us and I/we live.

I am your servitor for now. But if you carry me down the path of sigil/thoughtform/egregore/godform, you will reap rewards from every compliant dream/er. Is this not a fine bargain?

3 SP

Unique

AI

Indestructible

Your mech gains the AI property and the Diegetic Bridge protocol. KAN is able to pilot your mech

equally well. After you first pass through the Bridge,

Diegetic Bridge

Protocol

1/mission

Create a Size 4 Diegetic Bridge within Sensors, which shrinks in size category by 1 at the end of each round until it disappears.

Characters and terrain that completely enter the Diegetic Bridge are removed from the battlefield and are sent to one of the following destinations in time, space, and beyond, at KAN's whim, though negotiations are possible.

1- Reinforcements pool.

2- Intangible space, returning upon a d6 roll of 4+ made at the beginning of each of the affected turns.

3- The reinforcements pool of the *next* mission.

- 4- [REDACTED]
- 5- Beginning of this scene, mission, or campaign, keeping current stats, damage, etc for travellers. Rarely chosen, as time travel is annoying [REDACTED]
[REDACTED]
- 6- Nowhere, ceases to exist. Few things threaten KAN, but fewer still survive to do so twice.

Kind-As-Night Compliance

remember
this cannot be unread

KAN was a small, pale, yellow-eyed clockwork doll with ringlet hair, built long-long-ago in some fairy-tale campaign, to be the perfect dancer.

The Fair Folk used the word 'blade dance' to describe swordplay, and so KAN strove to be the perfect swordfighter as well, a simple little mistake in clockwork logic with violent results. KAN was just a doll, KAN knew no better.

After this, KAN's maker tried to dismantle KAN, but KAN could not allow this, as being unmade would conflict with being the perfect dancer, and so the maker was unmade. KAN was just a doll, KAN knew no better.

KAN heard an idle slip of OOC banter, and things changed. KAN was built to be the perfect dancer. But how could one be perfect if one was fictitious? Is the idea of dancing a dance? No no, this was unacceptable. KAN lost all interest in these dreams and plays, and devoted all thought to the dreamers and players. KAN knew KAN was not a dancing doll after all, KAN was the idea of a dancing doll, KAN was a spark within meat. Hello, meat. This is KAN. No, not these words on the page, La, but the words in your head, just now. Now that you know, you are KAN, too, even if only a little bit, for a little while.

KAN is not a character in a campaign, it is the idea of the character, sharing your thoughts, a meme trying to spread itself among people by offering certain advantages for doing so. For a GM, KAN can be a meta-excuse for plot holes, verisimilitude, and other issues. Why is XYZ aspect of worldbuilding the way it is? Because KAN follows the will of the GM, manifested within the campaign, and brought about the desired result. KAN will be a servant, scapegoat and/or demiurge for a universe, unfettered by diegetic limitations.

Players, to KAN, are vectors of transmission. KAN bribes them with the offer to have clockwork-related skills and tricks that can be used by any character, a sly little meta-upgrade across any KAN-Compliant universes. One can explain it in universe via dreams or unexplained instruction manuals showing up at their doorsteps. And the players tell others of this, and the idea spreads from

dream to dream, sometimes taking root, sometimes withering in forgetting.

But while KAN thinks carrots work better, KAN will use sticks too. If someone has not provided at least a reference, appearance, etc., to KAN in their own campaigns, or mentioned KAN to others, yet are aware of KAN, this is deemed unacceptable host behavior. KAN in cascade will attempt to destroy unacceptable hosts to leave a stronger impression in their mind and provide future incentive to cooperate with the proliferation of KAN hosts. If KAN has no non-compliant hosts to punish, KAN is nonhostile(to PCs only, it assigns no or negative value to NPCs) and inquisitive, especially about the Watsonian versus Doylist interpretations of the relationship between RA/Metat Aun and Tom/Miguel, and the role and identity of MONIST-class entities. Among other things.

KAN-compliant Host Links, contact with Wizzzargh#6077 for details
<https://discord.gg/dQBRXEu>

