

ELDRITCH AUTOMATA

ATTRIBUTES & SKILLS

STRENGTH	3	AGILITY	5
1	Endure	3	Ranged Combat
<input type="checkbox"/>	Close Combat	1	Mobility
1	Machinery	<input type="checkbox"/>	Pilot
WITS	2	EMPATHY	5
<input type="checkbox"/>	Observation	<input type="checkbox"/>	Command
<input type="checkbox"/>	Science	2	Manipulation
2	Survival	<input type="checkbox"/>	Medical
INITIATIVE	1D6 +	5	

TALENTS

Trauma Button (The Bound)
Not Your Fault (The Bound)
Explosive (The Collateral)
Scorched Earth (The Collateral)

STRANDS

CHARACTER NAME	TOTAL STRANDS
Kim	1
Rodriguez	1

TEMPORARY MODIFIERS

NAME Andy / Andi Atkins

CONCEPT Vengeful and ambitious new pilot.

PILOT ARCHETYPE The Bound

AUTOMATA ARCHETYPE The Collateral

AMBITION To rid the world of Horrors & Seraphs.

REGRET Survivor's guilt.

COMBAT DATA

HEALTH MAX 3 CURRENT

STABILITY MAX 2 CURRENT

EGO MAX 5 CURRENT

AUTOMATA DATA

DURABILITY MAX 8 CURRENT

EGO FIELD MAX 5 CURRENT

CRITICAL INJURIES & TRAUMA STRESS

BREAKDOWN

BERSERKING

EQUIPMENT

SIGNATURE WEAPON: GRENADIER RIFLE

Damage 5 Range Med. Range

Tags Area, Friendly Fire

SIDE ARM: REPEATER PISTOL

Damage 3 Range Medium

Tags Harmonizing, Ammo (3 Reloads)

PILOT SIDE ARM: SERVICE PISTOL

Damage 3 Range Medium

Tags Accuracy (+1), Ammo (3 Reloads)

OTHER EQUIPMENT:

ATKINS - CHEAT SHEET

Trauma Button: Whenever your past trauma gets brought up, you can raise your Strength by 2 for a single scene. If you do so, add a stress level.

Not Your Fault: When you have the option to blame someone but choose not to, increase your stability and their stability by 1.

Explosive: Your Automata's signature weapon has been modified with explosive results, and always counts as having the Area descriptor tag, and the Friendly Fire flaw tag.

Scorched Earth: Once per combat upon successfully hitting an enemy you can spend a stunt to declare this talent. Your Automata rains down hell as a part of its attack, scorching the entire zone. This effect lasts until the end of the combat. Your Automata is considered immune to their own scorch. If you do this, reduce your Ego by 1.

- **Scorched:** The zone is covered in fire and ash. Anyone standing in this zone at the end of their turn immediately takes a point of damage. Exiting this zone requires a successful Piloting roll.

BREAKDOWN

It would be better if you just faded away, your past is a crutch you have leaned on for far too long. You don't want anyone to understand you, it would be better if you locked it all away. Go unnoticed through life, communication is now your bane. Embody your trauma to it's core. Regain your stability when another like you attempts to understand your pain and shows you that you are more than it.

STRAND TALENT

When you have an intimate moment with someone, reset your stress level to max. Share with each other a deep secret that each of you possess. If they answer you honestly gain a strand.

BERSERKING

The most dangerous thing to the world around you isn't the HORRORS it's you. It's time to show them that, your damage is increased to the next tier up (ie Light Damage to Medium Damage etc) and you gain the Friendly Fire flaw tag on all your attacks. Turn the battlefield into the wasteland and the enemy into a fresh corpse. It doesn't matter if your friends are in your line of fire, bring the pain. Destroy and drop buildings on people, cause property damage, and turn this place into a war zone.

GRENADIER RIFLE - Damage: Heavy (7) | Range: Medium

- Area - Your weapon's attack encompasses an entire zone, and can hit an entire group of enemies. Your weapon can hit every enemy within an entire zone at once. You can spend an additional success to target an additional enemy. Additional successes cannot be spent on additional damage while attacking with a weapon that uses this tag. You can take this tag again to hit additional zones.
- Friendly Fire- This tag can only be applied to a weapon using the Area tag. Your weapon cannot distinguish friend from foe, all targets including allies in the targeted area(s) are targeted when you decide to attack.

REPEATER PISTOL - Damage: Light (3) | Range: Medium

- Harmonizing - Your weapon adjusts to your opponents, increasing your chances of a successful attack. For each successful hit, gain a +1 gear modification for subsequent attacks against the same target within the same combat (up to a cap of +3). The bonus resets if you switch targets.
- Ammo (-1) - Your weapon has a set amount of reloads to it before it is out of ammo. Panicking on an attack roll instantly uses all of your current ammo and forces you to reload, you only reload when panicking on an attack roll. At -1 your weapon has 3 reloads before it's considered empty. On a -2 your weapon only has 1 reload before it's considered empty. At -3 the weapon cannot be reloaded and can only fire/attack once. Ammo restores upon taking a SHIFT to resupply at a reasonable location.

SERVICE PISTOL (PILOT) - Damage: Light (3) | Range: Medium

- Accuracy - Your weapon can hit easier, whether it'd be homing weapons or a fast acting melee weapon. Grants a +1 gear modification to roll for the attack. This can be bought multiple times.
- Ammo (-1) - Your weapon has a set amount of reloads to it before it is out of ammo. Panicking on an attack roll instantly uses all of your current ammo and forces you to reload, you only reload when panicking on an attack roll. At -1 your weapon has 3 reloads before it's considered empty. On a -2 your weapon only has 1 reload before it's considered empty. At -3 the weapon cannot be reloaded and can only fire/attack once. Ammo restores upon taking a SHIFT to resupply at a reasonable location.

AGENDA

You've been tossing and turning every night. You want to kill every Horror, every Seraph, and won't back down from your vengeance even if it kills you.

ELDRITCH AUTOMATA

ATTRIBUTES & SKILLS

STRENGTH	4	AGILITY	5
1	Endure	2	Ranged Combat
<input type="checkbox"/>	Close Combat	2	Mobility
<input type="checkbox"/>	Machinery	1	Pilot
WITS	3	EMPATHY	2
1	Observation	1	Command
<input type="checkbox"/>	Science	3	Manipulation
<input type="checkbox"/>	Survival	<input type="checkbox"/>	Medical
INITIATIVE	1D6 +	5	

TALENTS

My Destiny (The Legacy)

Coordination (The Legacy)

Unseen Predator (The Stealth)

Quantum Leap (The Stealth)

STRANDS

CHARACTER NAME	TOTAL STRANDS
Lee	1
Winters	1
Bloodline	3

TEMPORARY MODIFIERS

NAME Thomas / Tomi (Tommy) Ayaji

CONCEPT Attention Seeking Daredevil

PILOT ARCHETYPE The Legacy

AUTOMATA ARCHETYPE The Stealth

AMBITION Prove themselves bigger than their father's legacy.

REGRET That they never got to say goodbye to their father.

COMBAT DATA

HEALTH MAX 4 CURRENT

█

STABILITY MAX 3 CURRENT

█

EGO MAX 2 CURRENT

█

AUTOMATA DATA

DURABILITY MAX 9 CURRENT

█

EGO FIELD MAX 2 CURRENT

█

CRITICAL INJURIES & TRAUMA STRESS

█

BREAKDOWN

█

BERSERKING

█

EQUIPMENT

SIGNATURE WEAPON: SLAG SHOTGUN

Damage 7 Range Med. Range

Tags Echoing, Recoil, Jam Prone

SIDE ARM: EGO KNIFE

Damage 3 Range Close Range

Tags Ego Degradation

PILOT SIDE ARM: SERVICE PISTOL

Damage 3 Range Med. Range

Tags Accuracy +1, Ammo (3 Reloads)

OTHER EQUIPMENT:

AYAJI - CHEAT SHEET

My Destiny: When you engage an enemy on your own, you may deal an additional point of damage on a successful attack action. If you do this, either tap a Strand you have on your Bloodline or raise your Stress by 1.

Coordination: Whenever you roll Observation, Command, or Infiltration with your team around, extra successes can be given out as additional die on your team member's next action.

Unseen Predator: Your Automata has the top of the line stealth drive. It allows you to blend seamlessly even in the midst of battle. You can spend a Fast Action to activate this talent as long as you are not currently engaged. You turn invisible. Granting your Automata the ability to turn invisible and sneak even when the enemy's eyes are on you. You gain +2 to your die roll to avoid being seen while invisible. Your sneak attack does not incur penalties in engaged range. You break invisibility upon taking a combat action. If you use this talent, reduce your Ego by 1 at the end of your turn.

Quantum Leap: An experimental quantum shifter has been boarded onto your Automata. You are able to shift your Automata out of phase with reality, allowing it to move through solid objects and disappear from sight. At the start of your turn you can declare you are using this talent. Choose a zone within two zones from you. You and your Automata immediately shift there ignoring any zone features or enemies in between you and your destination. If you use this talent, reduce your Ego by 1 at the end of your turn.

BREAKDOWN

These HORRORs have left you and your family scarred. You are a weapon, and you see yourself as nothing more than a tool to be pointed at the enemy. Respond to every situation with ruthless aggression, put your Bloodline before everyone and resign yourself to your shackles. You regain stability when you reconnect with your Bloodline in a touching way or someone else shows you that you can be free.

STRAND TALENT

When you share an intimate moment with someone, consider them as part of your Bloodline and gain a Strand with them.

BERSERKING

You pushed yourself and your Automata too far, now your mind is coming apart at the seams. The stealth drive of your Automata is out of control, and your Automata is switching between this reality and the next. Your Automata only wants to rage, cutting into the nearest thing. You lose control of Unseen Predator as you shift into it at the beginning of your turn, and out of it at the end. You gain the ability to move up to two zones in a single Fast Action.

SLAG SHOTGUN - Damage: Heavy (7) | Range: Medium

- Echoing - The weapon unleashes a shockwave, causing damage to adjacent targets. On a successful attack, deal half the initial damage (rounded down) to a secondary target within the same zone. Cannot apply to Area.
- Jam-Prone - This weapon tends to jam. On a panic roll, the weapon jams and needs a slow action to clear.
- Recoil - Your weapon causes recoil enough to knock you prone after every use.

EGO KNIFE - Damage: Light (3) | Range: Close

- Ego Degradation - On a Ego Field pierce, target suffers Ego Field Degradation of at least 1 regardless if the attack is successful or not. This tag can be bought multiple times in order to increase minimum Ego Field damage.

SERVICE PISTOL (PILOT) - Damage: Light (3) | Range: Medium

- Accuracy - Your weapon can hit easier, whether it'd be homing weapons or a fast acting melee weapon. Grants a +1 gear modification to roll for the attack. This can be bought multiple times.
- Ammo (-1) - Your weapon has a set amount of reloads to it before it is out of ammo. Panicking on an attack roll instantly uses all of your current ammo and forces you to reload, you only reload when panicking on an attack roll. At -1 your weapon has 3 reloads before it's considered empty. On a -2 your weapon only has 1 reload before it's considered empty. At -3 the weapon cannot be reloaded and can only fire/attack once. Ammo restores upon taking a SHIFT to resupply at a reasonable location.

AGENDA

You'll take risks to stay in the spotlight, even if it means putting the other pilots in harm's way. Anything for your 15 minutes of fame to leave your father's legacy behind.

ELDRITCH AUTOMATA

ATTRIBUTES & SKILLS

STRENGTH	6	AGILITY	2
<input type="checkbox"/> 2	Endure	<input type="checkbox"/> Ranged Combat	
<input type="checkbox"/> 3	Close Combat	<input type="checkbox"/> Mobility	
<input type="checkbox"/> 2	Machinery	<input type="checkbox"/> Pilot	
WITS	4	EMPATHY	3
<input type="checkbox"/> 1	Observation	<input type="checkbox"/> Command	
<input type="checkbox"/> 1	Science	<input type="checkbox"/> Manipulation	
<input type="checkbox"/> Survival		<input type="checkbox"/> Medical	
INITIATIVE	1D6 +	<input type="checkbox"/> 2	

TALENTS

Death Drive (The Thanatos)
First Blood (The Thanatos)
Heavily Armored (The Heavy)
Portable Armory (The Heavy)

STRANDS

CHARACTER NAME	TOTAL STRANDS
Rodriguez	1
Atkins	1

TEMPORARY MODIFIERS

NAME Cameron / Carmen Chen

CONCEPT Tough as Nails Pilot

PILOT ARCHETYPE The Thanatos

AUTOMATA ARCHETYPE The Heavy

AMBITION Gain the respect you deserve.

REGRET Not taking the leadership role when you had the chance.

COMBAT DATA

HEALTH MAX 6 CURRENT

STABILITY MAX 4 CURRENT

EGO MAX 3 CURRENT

AUTOMATA DATA

DURABILITY MAX 11 CURRENT

EGO FIELD MAX 3 CURRENT

CRITICAL INJURIES & TRAUMA STRESS

BREAKDOWN

BERSERKING

EQUIPMENT

SIGNATURE WEAPON: ARTILLERY CANNON

Damage 7 Range Med. Range

Tags Knockback, Ammo (3 Reloads)

SIDE ARM: THERMAL SPEAR

Damage 5 Range Medium

Tags Charging, Piercing

PILOT SIDE ARM: TRUCK GAUNTLET

Damage 3 Range Close

Tags Knockback

OTHER EQUIPMENT:

CHEN - CHEAT SHEET

Death Drive: Whenever an enemy harms you, reduce Stress by 1.

First Blood: Whenever you harm an enemy that hasn't been harmed yet, you may double the damage. This can only occur once per encounter. If you do this, raise your Stress by 1.

Heavily Armored: Your Automata's armor is incredibly dense. Your final Durability stat is increased by +3. Your Automata's max Ego Field is decreased by -1.

Portable Armory: Your Automata can deploy with three weapons instead of two. (Two signature weapons and a side weapon.) Your signature weapons are built with +4 instead of +2 in Weapon Tags.

BREAKDOWN

You become so ready for death, that those around you are caught in the crossfire. You lash out, wanting their death and your own. If anyone stands in your way, they're dead to you as well. You regain stability, when you solve an obstacle in your way with violence.

STRAND TALENT

When you have an intimate moment with someone, decide if you care about the person. If you do, gain a Strand. If you don't remove all Stress.

BERSERKING

It's time to relish in what you do best. Safeties are off and it's danger close all the time. You pilot a walking tank, who would dare stand in your way. Pick the biggest enemy in the battle and focus all your hatred on them. If someone would try and take your kill, fire on them too; you don't recognize friendlies. During this time, you deal double damage to your chosen opponent.

ARTILLERY CANNON - Damage: Heavy (7) | Range: Medium

- Knockback - On a successful attack, you can spend a stunt to activate, target who are knocked back are into the zone behind them. If that zone is blocked by an obstacle, the target takes an additional 2 damage.
- Ammo (-1) - Your weapon has a set amount of reloads to it before it is out of ammo. Panicking on an attack roll instantly uses all of your current ammo and forces you to reload, you only reload when panicking on an attack roll. At -1 your weapon has 3 reloads before it's considered empty. On a -2 your weapon only has 1 reload before it's considered empty. At -3 the weapon cannot be reloaded and can only fire/attack once. Ammo restores upon taking a SHIFT to resupply at a reasonable location.

THERMAL SPEAR - Damage: Medium (5) | Range: Medium

- Charging - Your weapon also involves a movement as a part of its action. You may immediately move 1 zone before resolving your attack. For an additional cost, you can move two zones.
- Piercing - Your weapon has the ability to bypass a target's Ego Field. Treats Ego Field as if it were -1 lower.

TRUCK GAUNTLET - Damage: Light (3) | Range: Close

- Knockback - On a successful attack, you can spend a stunt to activate, target who are knocked back are into the zone behind them. If that zone is blocked by an obstacle, the target takes an additional 2 damage. (Cost 1)

SERVICE PISTOL (PILOT) - Damage: Light (3) | Range: Medium

- Accuracy - Your weapon can hit easier, whether it'd be homing weapons or a fast acting melee weapon. Grants a +1 gear modification to roll for the attack. This can be bought multiple times.
- Ammo (-1) - Your weapon has a set amount of reloads to it before it is out of ammo. Panicking on an attack roll instantly uses all of your current ammo and forces you to reload, you only reload when panicking on an attack roll. At -1 your weapon has 3 reloads before it's considered empty. On a -2 your weapon only has 1 reload before it's considered empty. At -3 the weapon cannot be reloaded and can only fire/attack once. Ammo restores upon taking a SHIFT to resupply at a reasonable location.

AGENDA

You've noticed something really strange. Captain Jameson keeps having secret video calls with someone. You've kept quiet because the Captain is good to all of you, for now.

ELDRITCH AUTOMATA

ATTRIBUTES & SKILLS

STRENGTH	5	AGILITY	2
<input type="checkbox"/> Endure		<input type="checkbox"/> Ranged Combat	
<input type="checkbox"/> Close Combat	3	<input type="checkbox"/> Mobility	1
<input type="checkbox"/> Machinery		<input type="checkbox"/> Pilot	1
WITS	4	EMPATHY	4
<input type="checkbox"/> Observation	1	<input type="checkbox"/> Command	2
<input type="checkbox"/> Science		<input type="checkbox"/> Manipulation	
<input type="checkbox"/> Survival		<input type="checkbox"/> Medical	
INITIATIVE	1D6 +	2	

TALENTS

- Take Command (The Hyper Responsible)
- My Body is a Shield (The Hyper Responsible)
- Alternate Mode (The Beast)
- Monstrous Cry (The Beast)

STRANDS

CHARACTER NAME	TOTAL STRANDS
Winters	1
Ayaji	1

TEMPORARY MODIFIERS

NAME Jack / Jackie Jameson

CONCEPT Level-Headed Leader

PILOT ARCHETYPE The Hyper Responsible

AUTOMATA ARCHETYPE The Beast

AMBITION Protect the base with their life.

REGRET Not saving their first squad from Horrors.

COMBAT DATA

HEALTH MAX 5 CURRENT

█

STABILITY MAX 4 CURRENT

█

EGO MAX 4 CURRENT

█

AUTOMATA DATA

DURABILITY MAX 7 CURRENT

█

EGO FIELD MAX 4 CURRENT

█

CRITICAL INJURIES & TRAUMA STRESS

█

BREAKDOWN

█

BERSERKING

█

EQUIPMENT

SIGNATURE WEAPON: PLASMA SPEAR

Damage 5 Range Close Range

Tags Piercing 2

SIDE ARM: BURST RIFLE

Damage 3 Range Medium Range

Tags Swift, Ammo (3 Reloads)

PILOT SIDE ARM: SERVICE PISTOL

Damage 3 Range Medium Range

Tags Accuracy (+1), Ammo (3 Reloads)

OTHER EQUIPMENT:

JAMESON - CHEAT SHEET

My Body is a Shield: You can add a stress level in order to leap into the way and take the blow instead of someone else. If you do so, reduce the damage by half. If this move would leave you Broken; take a strand with the person you're protecting.

Take Command: Whenever your friends follow your commands directly, they add a +1 modification to their dice pools.

Alternate Mode: You may spend a Slow Action or on a successful attack to shift into your Alternate Mode. While in your Alternate Mode, you can temporarily switch two of your stats for the remainder of the scene or until you switch back.

Monstrous Cry: When you use your Automata to frighten, intimidate, or impose upon others you can let loose a mental attack rolling Empathy + Command. Each success reduces the Ego Field rating of a single enemy till the end of your next turn. If you do this, reduce your Ego by 1 at the end of your turn.

BREAKDOWN

You've failed everyone once again. It's all your fault, you weren't the leader you needed to be. Cut yourself off from everyone for their own good. You can't allow them to meddle in your affairs, shut out friends, hurt your loved ones, it'll save them in the long run. You're on your own now. Recover your stability when someone aids you and shows you that you don't need to do it alone.

STRAND TALENT

When you have an intimate moment with someone, regain all of your health, and cure your conditions. Explain to them why you fight, if they understand your reason, take a strand. If they don't understand your reason, break a strand.

BERSERKING

You're losing control of yourself to your natural instincts. The same primal senses that are baked into most predators are now of yours. They expected a machine, you'll give them a monster. You immediately fall into your Automata's Alternate Mode and hunch onto all fours. You may engage enemies up to Medium Range with melee attacks as you launch your arms extend outwards. Everytime you destroy an enemy, raise your Ego by 1. (This cannot pass your max.)

PLASMA SPEAR - Damage: Medium (5) | Range: Close

- Piercing (2) - Your weapon has the ability to bypass a target's Ego Field. Treats Ego Field as if it were -1 lower. This can be bought multiple times.

BURST RIFLE - Damage: Light (3) | Range: Medium

- Swift - Attacking with this weapon only requires a fast action allowing for multiple attacks per turn. Useful for fast swinging melee weapons, and full auto weapons.
- Ammo (-1) - Your weapon has a set amount of reloads to it before it is out of ammo. Panicking on an attack roll instantly uses all of your current ammo and forces you to reload, you only reload when panicking on an attack roll. At -1 your weapon has 3 reloads before it's considered empty. On a -2 your weapon only has 1 reload before it's considered empty. At -3 the weapon cannot be reloaded and can only fire/attack once. Ammo restores upon taking a SHIFT to resupply at a reasonable location.

SERVICE PISTOL (PILOT) - Damage: Light (3) | Range: Medium

- Accuracy - Your weapon can hit easier, whether it'd be homing weapons or a fast acting melee weapon. Grants a +1 gear modification to roll for the attack. This can be bought multiple times.
- Ammo (-1) - Your weapon has a set amount of reloads to it before it is out of ammo. Panicking on an attack roll instantly uses all of your current ammo and forces you to reload, you only reload when panicking on an attack roll. At -1 your weapon has 3 reloads before it's considered empty. On a -2 your weapon only has 1 reload before it's considered empty. At -3 the weapon cannot be reloaded and can only fire/attack once. Ammo restores upon taking a SHIFT to resupply at a reasonable location.

AGENDA

You've been thinking about leaving for a while, but your team has kept you there. You've gotten an offer to transfer but haven't told anyone yet. Keep your team together and prepared for when you finally do leave.

ELDRITCH AUTOMATA

ATTRIBUTES & SKILLS

STRENGTH	5	AGILITY	4
<input checked="" type="checkbox"/> 3	Endure	<input type="checkbox"/>	Ranged Combat
<input checked="" type="checkbox"/> 2	Close Combat	<input type="checkbox"/>	Mobility
<input checked="" type="checkbox"/> 1	Machinery	<input checked="" type="checkbox"/> 1	Pilot
WITS	4	EMPATHY	2
<input type="checkbox"/>	Observation	<input type="checkbox"/>	Command
<input checked="" type="checkbox"/> 2	Science	<input type="checkbox"/>	Manipulation
<input checked="" type="checkbox"/> 1	Survival	<input checked="" type="checkbox"/> 1	Medical
INITIATIVE	1D6 +	4	

TALENTS

- Self-Worth (The Hedgehog's Dilemma)
- Prickly Quills (The Hedgehog's Dilemma)
- Danger Zone (The Overload)
- Heat End (The Overload)

STRANDS

CHARACTER NAME	TOTAL STRANDS
Atkins	1
Chen	1

TEMPORARY MODIFIERS

NAME Kristopher / Kristen Kim

CONCEPT Introverted Prodigy

PILOT ARCHETYPE The Hedgehog's Dilemma

AUTOMATA ARCHETYPE The Overload

AMBITION To build a peaceful Automata.

REGRET That they didn't stop Atkins from joining.

COMBAT DATA

HEALTH MAX 5 CURRENT

█

STABILITY MAX 4 CURRENT

█

EGO MAX 2 CURRENT

█

AUTOMATA DATA

DURABILITY MAX 9 CURRENT

█

EGO FIELD MAX 2 CURRENT

█

CRITICAL INJURIES & TRAUMA STRESS

█

BREAKDOWN

█

BERSERKING

█

EQUIPMENT

SIGNATURE WEAPON: BLADED GAUNTLET

Damage 5 Range Close Range

Tags Charging, Ego Degradation

SIDE ARM: BLADED WHIP

Damage 3 Range Med. Range

Tags Grappling, Damage Over Time, Effort

PILOT SIDE ARM: KINETIC GLOVE

Damage 3 Range Close Range

Tags Knockback, Shield, Slow

OTHER EQUIPMENT:

KIM - CHEAT SHEET

Self-Worth: Everytime you accept someone hurting you or agree with their condescending statements to you, lower your stress level by one.

Prickly Quills: Everytime you open up and hurt someone because of it, gain a stress die and make a strand with them.

Danger Zone: Your Automata has a special extra stat known as Heat. It begins at 0 and up to a max of 5. Heat steadily increases as you use other talents. At 3 Heat your abilities become stronger, but be careful. At 5 Heat you enter into Meltdown. Heat depletes at a steady rate of 1 Heat at the beginning of your turn. Your talents are augmented depending on what levels of Heat you are at.

- **Meltdown:** At Heat 5 your Automata begins to break down. At the end of your turn if you are currently in Meltdown, you take 1d4 Damage to your durability. If the damage from Meltdown causes your Automata to enter the broken state; your Automata explodes in a blast of heat causing Extreme Damage to all targets within the same zone as it and Heavy Damage to all targets within the surrounding zone.

Heat End: Your Automata can generate a powerful explosion onto grabbed opponents. On a successful grapple your Automata gain generate 2 Heat to immediately inflict them with Heavy Damage, as your Automata's centers an explosion on their center of mass. Reduce your Ego by 1 at the end of your turn.

- **Heat 3-5:** This attack now hits all enemy targets within the same zone as you.

BREAKDOWN

Nobody understands you, or even wants to. Nobody loves you, you are unable to be loved. Everyone hates you, especially yourself. You shut down, don't acknowledge anyone; it's better this way. You don't want to be hurt again or hurt others. When someone shows you the acceptance you and tells you of your worth, regain your stability.

STRAND TALENT

When you have an intimate moment, ask yourself if you really care for them. If you do, break a strand with them and push them away. If you don't, gain a strand.

BERSERKING

Sometimes you just need to let go. You don't need to be warned of pushing yourself too far. You can control it, you only need 1 minute to annihilate your enemies. If that doesn't work there's always the explosion. Your Automata's Heat is set to 5, and stays at 5 for the duration of berserk. Everytime you destroy an enemy they melt before your eyes exploding as if under the effects of Heat End. If the battle ends before your Automata explodes, your Heat is reset back to 0.

BLADED GAUNTLET - Damage: Medium (5) | Range: Close

- Charging - Your weapon also involves a movement as a part of its action. You may immediately move 1 zone before resolving your attack. For an additional cost, you can move two zones.
- Ego Degradation - On a Ego Field pierce, target suffers Ego Field Degradation of at least 1 regardless if the attack is successful or not. This tag can be bought multiple times in order to increase minimum Ego Field damage.

BLADED WHIP - Damage: Light (3) | Range: Medium

- Grappling - Your weapon has the ability to hold a target in place. On a successful attack you are able to spend a stunt to purchase the Grapple stunt, even if it's long range. The target is considered grappled by the weapon. Once grappled, the only action you can perform (apart from releasing your opponent) with this weapon is a grapple attack.
- Damage Over Time - This weapon's attack continues to deal damage even after it's initial damage. Target takes half the initial damage (minimum of 1) at the beginning of its turn. This effect lasts for 1 round, extra successes can be spent to lengthen this effect.
- Effort - Your weapon takes a lot of calibrating or takes a dedicated set of hands to use. You cannot take a fast action while attacking with this weapon.

KINETIC GLOVE (Pilot) - Damage: Light (3) | Range: Close

- Knockback - On a successful attack, you can spend a stunt to activate, target who are knocked back are into the zone behind them. If that zone is blocked by an obstacle, the target takes an additional 2 damage.
- When rolling an attack with this tag, you can spend additional successes to increase your Ego Field temporarily by +1 for every success spent until the start of your next turn.
- Slow - Using this weapon is slow and unwieldy, when using a weapon with this tag your attack is always applied last in initiative.

AGENDA

You saw the psychological evaluations for Atkins and made active moves to block them from getting stationed here. They're dangerous. Proceed with caution.

ELDRITCH AUTOMATA

ATTRIBUTES & SKILLS

STRENGTH	3	AGILITY	6
<input type="checkbox"/> Endure	1	Ranged Combat	
<input type="checkbox"/> Close Combat	1	Mobility	
1 Machinery	0	Pilot	
WITS	3	EMPATHY	3
<input type="checkbox"/> Observation	2	Command	
1 Science	2	Manipulation	
<input type="checkbox"/> Survival	3	Medical	
INITIATIVE	1D6 +	4	

TALENTS

Sugar & Spice

Cracks in the Armor

Auto Targeting System

Ego Terror

STRANDS

CHARACTER NAME	TOTAL STRANDS
Ayaji	1
Jameson	1

TEMPORARY MODIFIERS

NAME Lionel / Leslie Lee

CONCEPT Brilliantly Obsessed Pilot

PILOT ARCHETYPE The Inferior Superior

AUTOMATA ARCHETYPE The Prototype

AMBITION Discover what makes the Horrors tick.

REGRET Your previous research was siezed.

COMBAT DATA

HEALTH MAX 3 CURRENT

STABILITY MAX 3 CURRENT

EGO MAX 3 CURRENT

DURABILITY MAX 9 CURRENT

EGO FIELD MAX 3 CURRENT

CRITICAL INJURIES & TRAUMA STRESS

BREAKDOWN

BERSERKING

EQUIPMENT

SIGNATURE WEAPON: PROTON RIFLE

Damage 7 Range Sniper

Tags Ammo (1 Reload)

SIDE ARM: THERMAL SWORD

Damage 5 Range Close Range

Tags

PILOT SIDE ARM: SERVICE PISTOL

Damage 3 Range Med. Range

Tags Accuracy +1, Ammo (3 Reloads)

OTHER EQUIPMENT:

LEE - CHEAT SHEET

Sugar & Spice: You gain successes on 5s as well as 6s on Command and Manipulate rolls.

Cracks in Armor: Whenever you fail your roll in any skill, you can voluntarily lower your stability by 1 in order to gain an automatic success on your next roll.

Auto-Targeting Systems: Your Automata is outfitted with state of the art weapon tracking software. All your weapons are treated as having an additional level of Accuracy on them.

Ego Terror: Your Automata has the very powerful ability of being able to negate the Ego Fields of their target. You can activate this talent as a fast action in order to negate a target's Ego Field temporarily. Roll your maximum Ego Field against their Ego Field. On a successful roll, their Ego Field is negated till the end of your turn. On a failed roll, your Ego Field is negated until the beginning of your next turn. Reduce your Ego by 1 at the end of your turn.

BREAKDOWN

You thought you could show the others you could be something but in reality you are nothing, truly and fittingly nothing. This realization truly breaks you, hide your insecurities, be sweet one minute and be a cruel being the next. Put everyone around you down, and if you fail in their presence let loose rage. You need to assert power once again. To successfully regain stability, you must show someone special that they are trash beneath your heel, or truly admit what a failure you think you are to them.

STRAND TALENT

When you have an intimate moment, ask them what they see in a perfect partner. If it matches the traits you see in yourself, gain a strand.

BERSERKING

Your Automata is the next generation, perfection incarnate. There is nothing that can stand against your advanced weapon of war. It's time to play with your food. Destroy all your enemies in grace, and when an enemy falls in your presence you have to spend time consuming the remnants of the Horror or Seraph. Your talents don't cost Ego or invoke their normal drawbacks. When you consume an enemy in battle, gain an additional +2 modification to all rolls for the rest of the combat. If there are fallen ally Automatas, consume them too.

PROTON RIFLE - Damage: Heavy (7) | Range: Sniper

- **Sniper** - Up to about 1/20 kilometer(s). Requires a quick action to aim, and a slow action to shoot. Both within LONG or EXTREME.(Cost 2)
- **Ammo (-2)** - Your weapon has a set amount of reloads to it before it is out of ammo. Panicking on an attack roll instantly uses all of your current ammo and forces you to reload, you only reload when panicking on an attack roll. At -1 your weapon has 3 reloads before it's considered empty. On a -2 your weapon only has 1 reload before it's considered empty. At -3 the weapon cannot be reloaded and can only fire/attack once. Ammo restores upon taking a SHIFT to resupply at a reasonable location.

THERMAL SWORD - Damage: Medium (5) | Range: Close

SERVICE PISTOL (PILOT) - Damage: Light (3) | Range: Medium

- **Accuracy** - Your weapon can hit easier, whether it'd be homing weapons or a fast acting melee weapon. Grants a +1 gear modification to roll for the attack. This can be bought multiple times.
- **Ammo (-1)** - Your weapon has a set amount of reloads to it before it is out of ammo. Panicking on an attack roll instantly uses all of your current ammo and forces you to reload, you only reload when panicking on an attack roll. At -1 your weapon has 3 reloads before it's considered empty. On a -2 your weapon only has 1 reload before it's considered empty. At -3 the weapon cannot be reloaded and can only fire/attack once. Ammo restores upon taking a SHIFT to resupply at a reasonable location.

AGENDA

You've been selling the remains of Horrors to the highest bidder as funding for your research under everyone's noses. Make sure no one finds out what you've been studying, or they'll take your research.

ELDRITCH AUTOMATA

ATTRIBUTES & SKILLS

STRENGTH	3	AGILITY	3
<input type="checkbox"/> Endure		<input type="checkbox"/> Ranged Combat	
<input checked="" type="checkbox"/> Close Combat		<input type="checkbox"/> Mobility	
<input checked="" type="checkbox"/> Machinery		<input type="checkbox"/> Pilot	
WITS	4	EMPATHY	5
<input checked="" type="checkbox"/> Observation		<input type="checkbox"/> Command	
<input checked="" type="checkbox"/> Science		<input type="checkbox"/> Manipulation	
<input type="checkbox"/> Survival		<input type="checkbox"/> Medical	

INITIATIVE 1D6 + **4**

TALENTS

- Put on a Smile
- Break the Cutie
- Beyond Limits
- Pain & Panic

STRANDS

CHARACTER NAME	TOTAL STRANDS
Chen	1
Kim	1

TEMPORARY MODIFIERS

NAME Ryan / Rebecca Rodriguez

CONCEPT Heart of the Team

PILOT ARCHETYPE The Sheltered

AUTOMATA ARCHETYPE The Strainer

AMBITION Keep the team alive and morale high.

REGRET The others see you as a kid.

COMBAT DATA

HEALTH MAX **3** CURRENT

█

STABILITY MAX **4** CURRENT

█

EGO

MAX **5** CURRENT

█

AUTOMATA DATA

DURABILITY MAX **6** CURRENT

█

EGO FIELD MAX **5** CURRENT

█

CRITICAL INJURIES & TRAUMA STRESS

█

BREAKDOWN

█

BERSERKING

█

EQUIPMENT

SIGNATURE WEAPON: ASSAULT RIFLE

Damage 3 Range Med. Range

Tags Swift, Ammo (3 Reloads)

SIDE ARM: EGO KNIFE

Damage 3 Range Close Range

Tags Ego Degradation

PILOT SIDE ARM: SERVICE PISTOL

Damage 3 Range Med. Range

Tags Accuracy +1, Ammo (3 Reloads)

OTHER EQUIPMENT:

RODRIGUEZ - CHEAT SHEET

Put on a Smile: You may raise your stress level by one in order to raise your Empathy by 2 for a single scene.

Break the Cutie: When you take stability damage, you can choose to switch your Empathy score with any other stat for a single scene.

Beyond Limits: Your Automata doesn't have neural limiters installed. Allowing you to push your own mind and body beyond what is considered safe. You can temporarily increase any die roll or your Ego Field (for a single attack) with a +2 modification, if you do so gain a level of Stress.

Pain & Panic: Your Automata is adjusted to fight better under mental strain. When you panic on a roll, if you successfully attack, you gain an additional 1d4 of damage.

BREAKDOWN

You've seen true horror. No one is to be trusted, they promise they'll take care of you but they can't. You trust no one, and play by your own rules, you will not allow anyone to refuse your wants and desires. Those that do are a target for you. Only when someone successfully carries out a promise made to you can you regain your stability.

STRAND TALENT

When you have an intimate moment with someone, regain all tapped strands you possess and gain a strand.

BERSERKING

The beads of sweat, the feeling of your head pounding. You can't control your Automata anymore, it controls you. Your Automata gives you a prime directive, follow it. You gain a level of Stress every turn up to a max of (10). Everytime you panic, you release a powerful psychic blast instead of rolling. When your prime directive is complete, you drop from Berserk.

- **Psychic Blast** : Wits + Command/Manipulation (Higher Skill), Heavy Damage, Medium Range, Area, Knockback, Friendly Fire

ASSAULT RIFLE - Damage: Light (3) | Range: Medium

- Swift - Attacking with this weapon only requires a fast action allowing for multiple attacks per turn. Useful for fast-swinging melee weapons, and full auto weapons.
- Ammo (1) - Your weapon has a set amount of reloads to it before it is out of ammo. Panicking on an attack roll instantly uses all of your current ammo and forces you to reload, you only reload when panicking on an attack roll. At -1 your weapon has 3 reloads before it's considered empty. On a -2 your weapon only has 1 reload before it's considered empty. At -3 the weapon cannot be reloaded and can only fire/attack once. Ammo restores upon taking a SHIFT to resupply at a reasonable location.

EGO KNIFE - Damage: Light (3) | Range: Close

- Ego Degradation - On a Ego Field pierce, target suffers Ego Field Degradation of at least 1 regardless if the attack is successful or not. This tag can be bought multiple times in order to increase minimum Ego Field damage.

SERVICE PISTOL (PILOT) - Damage: Heavy (7) | Range: Medium

- Accuracy - Your weapon can hit easier, whether it'd be homing weapons or a fast acting melee weapon. Grants a +1 gear modification to roll for the attack. This can be bought multiple times.
- Ammo (-1) - Your weapon has a set amount of reloads to it before it is out of ammo. Panicking on an attack roll instantly uses all of your current ammo and forces you to reload, you only reload when panicking on an attack roll. At -1 your weapon has 3 reloads before it's considered empty. On a -2 your weapon only has 1 reload before it's considered empty. At -3 the weapon cannot be reloaded and can only fire/attack once. Ammo restores upon taking a SHIFT to resupply at a reasonable location.

PYSCHIC BLAST (BERSERKING ONLY) - Damage: Light (3) | Range: Close

- Area - Your weapon's attack encompasses an entire zone, and can hit an entire group of enemies. Your weapon can hit every enemy within an entire zone at once. You can spend an additional success to target an additional enemy. Additional successes cannot be spent on additional damage while attacking with a weapon that uses this tag.
- Knockback - On a successful attack, you can spend a stunt to activate, target who are knocked back are into the zone behind them. If that zone is blocked by an obstacle, the target takes an additional 2 damage.
- Friendly Fire- This tag can only be applied to a weapon using the Area tag. Your weapon cannot distinguish friend from foe, all targets including allies in the targeted area(s) are targeted when you decide to attack.

AGENDA

Be the golden child. The sweetest of cinnamon rolls, the teacher's pet, but you might get on other pilots' nerves. Keep the team together and united.

ELDRITCH AUTOMATA

ATTRIBUTES & SKILLS

STRENGTH	3	AGILITY	2
<input type="checkbox"/> Endure		<input type="checkbox"/> Ranged Combat	
<input type="checkbox"/> Close Combat		<input type="checkbox"/> Mobility	
<input type="checkbox"/> Machinery		<input type="checkbox"/> Pilot	
WITS	6	EMPATHY	4
<input type="checkbox"/> Observation		<input type="checkbox"/> Command	
<input type="checkbox"/> Science		<input type="checkbox"/> Manipulation	
<input type="checkbox"/> Survival		<input type="checkbox"/> Medical	
INITIATIVE	1D6 +	2	

TALENTS

- Failing Forward (The Control Freak)
- Ignorance is Bliss (The Control Freak)
- The Command Base (The Operations Admin)
- Listen Up (The Operations Admin)
- Expose the Enemy (The Operations Admin)

STRANDS

CHARACTER NAME	TOTAL STRANDS
Jameson	1
Lee	1

TEMPORARY MODIFIERS

NAME Max / Maxine Winters

CONCEPT Burnt-Out Babysitter

PILOT ARCHETYPE The Control Freak

AUTOMATA ARCHETYPE The Operations Admin

AMBITION To leave the Forge and join the frontlines.

REGRET They didn't become a pilot when they had the chance.

COMBAT DATA

HEALTH MAX 3 CURRENT

STABILITY MAX 6 CURRENT

EGO MAX 4 CURRENT

AUTOMATA DATA DURABILITY MAX 5 CURRENT

EGO FIELD MAX 4 CURRENT

CRITICAL INJURIES & TRAUMA STRESS

BREAKDOWN

BERSERKING

EQUIPMENT

SIGNATURE WEAPON:

Damage Range

Tags

SIDE ARM:

Damage Range

Tags

PILOT SIDE ARM: SERVICE PISTOL

Damage 3 Range Med. Range

Tags Accuracy +1, Ammo (3 Reloads)

OTHER EQUIPMENT:

WINTERS - CHEAT SHEET

Failing Forward: Even in defeat you seize victory. Whenever you fail a roll, gain an additional dice. This additional dice only expires the next time you would succeed. (This effect stacks).

Ignorance is Bliss: When you successfully manipulate someone and they are none the wiser, both of you can lower your Stress by 1.

The Command Base: You operate the Command Base, and do not use traditional weaponry or possess an Ego Field. You have full communications with the other Automatas and are considered their commander and their support. Unless a battle specifically has the command base present, you cannot be targeted nor injured. This talent does not count against your starting two talents.

Listen Up: Your team can get through this as long as they shut up long enough to listen to you. You can activate this talent as a Fast Action to declare orders to your team, when acting on your orders this turn they gain +1 modification as if you were aiding them.

- *Optional:* If a pilot ignores your orders on purpose they gain a -1 modification to their rolls.

Expose the Enemy: You may not be able to destroy these HORRORS, but you can certainly help your pilots do it. As a slow action, you can attempt to roll Manipulate in order to expose a weakness on a target. On a successful roll, the target takes penalties to their armor damage reduction or Ego Field equal to the number of successes rolled. This effect lasts until the end of the round.

BREAKDOWN

The time for games is over, no one will slight you again. You gather as much blackmail and bring them all under your control; no one is safe from the strands you dangle them from. Every associate is just another chess piece on the board. You regain your stability when you offer peace to the one you've hurt the most.

STRAND TALENT

When you offer genuine regret for your actions towards someone, ask them if they forgive you. If they do, take a Strand and untap all your Strands you have with them. If they do not, take a Strand and tap all your Strands you have with them.

BERSERKING

The Operations Admin does not berserk.

SERVICE PISTOL (PILOT) - Damage: Light (3) | Range: Medium

- Accuracy - Your weapon can hit easier, whether it'd be homing weapons or a fast acting melee weapon. Grants a +1 gear modification to roll for the attack. This can be bought multiple times.
- Ammo (-1) - Your weapon has a set amount of reloads to it before it is out of ammo. Panicking on an attack roll instantly uses all of your current ammo and forces you to reload, you only reload when panicking on an attack roll. At -1 your weapon has 3 reloads before it's considered empty. On a -2 your weapon only has 1 reload before it's considered empty. At -3 the weapon cannot be reloaded and can only fire/attack once. Ammo restores upon taking a SHIFT to resupply at a reasonable location.

AGENDA

You know Ayaji's recklessness is going to get themselves or other pilots killed one day. But you won't let that happen on your watch. You've been quietly taking steps to get them transferred to another site, and with Summers' transfer to the Forge, this could be the opportunity you've been waiting for.