



You are a biomechanical weapon with a forgotten purpose. Your initial memories were reaching for a Pilot's soul and letting it inflame your chassis' internal circuitry. At that moment, you recognized your mother-frame's deep emptiness. A keen sense of something missing.

Remembrance consists of disorienting technobabble flashes and complex data strings. You adapt like scintillating liquid metal to your Pilot's situation and desires—an extension of their limbs as they became your Core.

With prolonged contact, your respective psyches' separation blurred. Do you accept this confluence's proffered truths or fear changes?

You are a weapon intended to grant mortal hands the power to slay gods.

MECHANICAL PILOT
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FLIGHT
When you fly, flip the deck's top card: its value determines how many hours you stay airborne without cost. You're faster than anything save an Ark. Sacrifice a Memory to rip a hole into reality that leads to any location and step through.

BRAIDS
Spend 5 Braid to: Create a new Trinket or Tool, Declare a new fact about the world, or clear a marked Assimilation. Spend 10 Braid: Give yourself a new slot, starting at 0. Spend 15 Braid: Raise a stat by 1 (maximum 3). Spend Braid to strengthen their God-Code. Advancement costs are Limited to Complex: 10 Braid, Complex to Substantial: 15 Braid. Spend 20 Braid to raise both of their Assimilation caps by 1. This cost can be split and paid together. (Both can pay 10, one can pay 15 and the other 5, etc.)

NAME	PRONOUNS	FORM	STATS
ARK-GOD	Assign 2, 1, and 0 to each. Add your Stat value to the value of what you pay for costs and checks.		
ARK-HUNTER			
ARK-SHEPHERD			

MOVES
FACE
King: A symbol of luck used to succeed any check including the other player's.

Queen: Thrive in every environment and can be Paired with any (non-face) Single matching it to produce a Pair.

Jack; Know a good deal when they see it, play one any time to draw 3 cards.

Aces: Always good to have up your sleeve, paying with one is a Major Success with an extra effect from this list:

- You gain extra insight, pose a question to the table and collaboratively answer.
- You gain or maintain the upper hand, determined collectively.
- Your result improves remarkably, describe how.

BRAIDS
You gain Braids by acting according to your Agendas and Runes, completing noteworthy tasks, doing cool shit and failing checks.

You always gain a Braid when failing a check.

The Maestro may give you Braids as they see fit. (If GM-less, give each other Braids when characters lean into their Runes and Agendas).

WOUNDS

MEMORY

ASSIMILATION

LIMITED

COMPLEX

SUBSTANTIAL

STRENGTH

CONNECTION

You can perform beyond your current Connection Strength by spending 2 extra Connection per additional Strength level. Regain Connection by either resting (regain ½ Connection) or spending a single (regain the card's value).

The strongest possible, may require a check.

You begin with Limited strength, growing stronger as you accumulate advancements.

basic, simple nanomachine manipulation.

permits complicated manipulation.

Players share a "health" pool. Whenever one takes a hit or suffers injury, the other also marks 1 Wound. If all Wounds are marked and someone is hit again, clear all Wounds and both Mech and Pilot 1 Assimilation. All physical damage instantaneously heals—including lost limbs and wedged systems. However, the Pilot's body transforms and the Mech adapts on increasingly bestial appearance.

the bottom and re-draw.
draw a face card, put it at
and Mags against you. If you
lower values turn the Twist
values are more beneficial,
Twist and Mags. Higher
crushing control upon the
deck to exercise temporary,
Pick a random card from the
Become like a god.

MORDRED PROTOCOL
the bottom and re-draw.
face card, put it at the
dimensions. If you draw a
swords summoned from pocket
spear by multiple energy
deck. The value targets are
Pick a random card from the
Take heaven between your fangs.

GALAHAD PROTOCOL
the bottom and re-draw.
draw a face card, put it at
Pilot's best route. If you
calculate you and your
your systems instantaneously
probabilities are revealed.
range's
everything within sensory
deck. For value seconds
Pick a random card from the
Rip away the world's deceitful veil.

MERLIN PROTOCOL
With you is god-code, the Ark's greatest legacy.
Choose a Protocol. Mark a limiter to use it.

EXAMPLE CHECK

- The Slinger says they attempt sneaking past someone.
- The Maestro decides this requires a Check, meaning the Slinger must "Go Fish!"
- The Slinger asks the Maestro or the Gun if they have a card—but they don't.
- The Slinger draws from the Deck, completing a Pair and placing it in their Cache.
- The Maestro says the Check is Hard, setting its Cost at 11.
- The Slinger pays with a 7-Pair adding their Light On Your Feet 2 for a total of 9.
- The Gun aids by Paying a Single 2, tying their total with the Cost.
- The Maestro takes the normal success, moving the narrative forward.

BARGAINS
If a player lacks Pairs, can't pay a Check's Cost—or doesn't wish to in order to retain Pairs for future Checks or for narrative reasons—it becomes a Bargain.

If the player has a Face Card to give the Maestro, the check is a baseline success.

If they cannot or don't want to, it becomes a Blind Pay resulting in Failure or Limited Success with complications. A Bargain's Blind Pay is never a standard success—it always comes with complications.