**PILGRIM ANTHROPIC CONCERN**

**“TO SEE THE STARS AND OUTLIVE THEM”**

The Pilgrim Anthropic Concern is a conglomerate of colonial supply corporations, industrial terraformers, research labs and high-end construction agencies, with a particular hand in the cultivation of planned Capital worlds. Its milspec products are primarily adaptations of terraforming and policing technologies, intended to last over long sojourns on Diaspora-cum-Capital worlds, promoting favorable ecosystems, climates and cultures. Military efforts are a regrettable but unavoidable use of the Concern's technology, one it tolerates for the sake of funding with which it can pursue its primary interest — that is to say, its role in Capital world cultivation, and the political capital that comes with it.

The Concern's constituent corporate entities are bound largely by a single ideological thread: dissatisfaction with Union’s efforts in guaranteeing the continued existence of civilization. Union’s efforts in combating existential threats and spreading civilization are counterbalanced by its interest in ensuring a baseline standard of living throughout its hegemony; Pilgrim has no such standards. Each human settlement should, if faced with an existential threat, be capable of independently rebuilding humanity from scratch, or at least of laying the groundwork to do so. Nothing else matters. The Concern's role is to make itself indispensable to the running of Union and Triumvirate holdings, and to use its leverage from this position to take a more active hand in ensuring Union effectively pursues its sole important mission.

While the Concern’s focus on strong central planning from Core worlds has resulted in a certain amount of anthrochauvinist sentiment among its affiliates, its core leadership — the Council on Existential Threat — is somewhat more liberal, with classical transhumanists seeing significant representation through Alraun Research, a sitting Council member and one of the company’s strongest sources of funding. The Concern’s few independent holdings and planetside facilities have, according to rumors, seen a number of MONIST incursions to deal with attempted First Contact Accord violations. Nevertheless, Pilgrim endures, manufacturing a limited range of milspec gear and a substantially larger range of colonial supply products, including superior medical devices and its widely-used Long March ECLSS line.

##### **PAC Mech Frames**

**PAC ANNWN - Disease Control & Electronic Quarantine (Defender)**

**PAC BRIGADOON - Manufacturing & Logistics Support (Support)**

**PAC CIMMERIA - Surveillance & Tech Assassination (Controller/Artillery)**

**PAC ELDORADO - Policing & Urban Warfare (Striker/Defender)**

**PAC NIBIRU - Architecture & Combat Terraforming (Controller/Support)**

**PAC SHAMBALA - Weather Manipulation & Long-Range Defense (Support)**

**PAC XANADU - Public Exhibition & Close-Range Coordination (Striker/Support)**

**PILGRIM ANTHROPIC CONCERN PILOT GEAR**

**LONG MARCH ENTERTAINMENT KIT**

Under ThirdComm’s medical rights regulations, the practice of directly triggering non-instrumental dopamine release via continuous neural stimulus -- sometimes called "wireheading" -- is banned on human rights grounds. The Long March Entertainment Kit is a semi-legal workaround, consisting of curated films, literature and music paired with a proprietary implant rig designed to inhibit the “hedonic treadmill,” massively extending the shelf life of all featured content; when working at full capacity, a Long March Entertainment implant can make white noise seem fascinating and varied. These implants are frequently jailbroken for colonists dealing with tedious or repetitive jobs, ensuring they never lose focus due to a lack of interest.

**DEIMOS COUNTER**

“Deimos counter” is a common nickname for a Pilgrim-issued, refitted Geiger counter, after the Deimos event. In addition to detecting classical environmental radiation, Deimos counters track the signatures of “known” paracausal and exotic matter, particularly those associated with existential threats -- known paracausal weapons, blink gate malfunctions, Aunic Firmament manipulation, and other, similarly dangerous black box technologies.

**PILGRIM ANTHROPIC CONCERN CORE BONUSES**

When you choose a core bonus every 3 license levels, you can pick a bonus from this list as long as you have at least 3 license levels in PAC licenses for each PAC bonus you have. For example, if you have 6 points in PAC licenses, you could take up to 2 bonuses. PAC bonuses are focused on conditions, support and disabling enemies.

**CIPHER LOGIC FILTERS**

*Sacred Waters Heavy Sanitation earned its founding position on the Council of Existential Threat with its Cipher-class logic virus, a format-adaptive ontological counteragent for breaking down symbolic systems, designed to be released via omninet botnets in the case of the general contamination of human subjectivity via basilisks. A few specific strains — capable of inducing degeneration in military-grade targeting software — see use in audio, visual and counterintrusion formats during combat.*

When a hostile actor makes any attack roll or check with Difficulty against you, they cannot roll lower than a 3 on any Difficulty die.

**CACOPHONY ARRAY**

*No long-term sojourn outside core space can maintain the material costs of actual combat for long. Pilgrim’s exoplanet seeder squads, when they expect combat, come armed with a variety of low-cost shock and awe gear — optical deterrents, electronic squawker transmitters and smokescreens — designed to maximize defensive and mobilization efficiency.*

When you inflict a condition on a hostile actor, you may take 1 heat to make them impaired for the same duration.

**ALRAUN COGNITION BANKS**

*By saving trace-regenerated engram backups from accessible neurological interfaces, Alraun Research’s cognition banks allow the Concern’s support personnel to develop personalized computational partitions from those engrams on the fly. By constantly running “conferences” between minor homunculi of all mission-critical persons, networked together, a cognition bank ensures a maximally efficient allocation of computer and TACNET resources.*

1/round, when your mech bolsters an ally, that ally immediately reduces its current heat by 1. This does not count as cooling.

**PILGRIM’S PROGRESS**

*You’ve been extensively instructed by engineers, metallurgists, subjectivity researchers and field repair specialists from the Concern’s various affiliates, and you’ve learned to field-strip and hand-install a full 85% of your frame’s core instrumentation and gear, along with a variety of other industrial systems, all from scratch. If society should crumble, it falls to you to renew humanity’s triumphs -- one step at a time.*

You gain +1 Accuracy to non-contested mech skill checks, except for those caused by overheating and structure damage.

**LONG MARCH ECLS CHAMBER**

*Long March Environmental Control and Life Support cores are widely known as the best on the market, custom-fit to each project by the Long March Supply Company’s in-house colony ship planners. Each core boasts nearly unsurpassed material recycling efficiency thanks to maintenance and diagnostic subroutines run by a secondary central computer, kept behind air gaps, electromagnetic shielding and omninet pathogen scrubbers to avoid external interference. Even without a frame built around it, a single Long March chamber can sustain a pilot’s life for years on end.*

When you stabilize, you may choose two options from the second list (reload, end burn, end conditions), and you may immediately shut down your mech as a free action.

**EQUALIZER STRIKE SUBSYSTEMS**

*In its rare military projects, the Concern typically refits peacetime construction and scientific survey mechs with Waites and Mailer Ltd.’s “Equalizer” frame-integrated variable-theater armament, a variety of miniaturized ordnance integrated into existing survey equipment and shielding. The Equalizer minimizes its computational load by co-opting the sensor feed from its frame’s most frequently-used instruments to calculate its firing solutions, turning even the most benign analyst and civilian chassis into unpredictable threats.*

1/round, when you take an action against a hostile actor that inflicts no damage, heat or burn, you may automatically deal 1d6 kinetic damage to the primary target of that action, or half on a successful agility save.

**PILGRIM ANTHROPIC CONCERN ANNWN**

*Defender*

*The Annwn was the first mech frame Pilgrim ever produced in bulk, fielded to contain both a bioengineered plague and HALFBREED, the cascading NHP that created it. By integrating decontamination showers into a reinforced frame with heavy electronic defenses, Pilgrim produced what is now one of their most commonly used models, used throughout Union space to deal with hazards both biological and technological.*

*In addition to its electronic shielding and sealed cockpit, the Annwn is filled with flexible vacuum tubing full of REDSWATHE coolant, which becomes acidic upon release from containment. In the event that an onboard NHP should fail picosecond-updated Turing-Null tests for cascade risk, the Annwn’s REDEYE manager unseals its internal REDSWATHE tanks, melting compromised systems in minutes.*

License:

I. Strangling ECM, Wakeup Reflex Redesign

II. **ANNWN FRAME,** Acid Projector, Sterilizing Quarantine

III. Electronic Lobotomist, NODENS-class NHP

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| --- | --- | --- | --- | --- | --- |
| **ANNWN** | | | | | |
| **HP:** 7 | **Evasion:** 8 |  | **Speed:** 4 | **Heat Cap:** 10 | **Sensors:** 10 |
| **Armor:** 1 | **E-Defense:** 12 | **Size:** 1 | **Repair Cap:** 3 | **Tech Attack:** -2  **Save Target:** 11 |
| **TRAITS:** | | | | | |
| **Sterilizing Coolant:** When the Annwn takes 2 or more heat from any one source, it can immediately end one condition other than stunned affecting it.  **Guardian**: Adjacent allies can use the Annwn for hard cover.  **Euthanasia**: While it has any unshackled NHP onboard, the Annwn takes 1d3 AP energy damage at the beginning of its turn. If the Annwn is destroyed by this damage, all systems with the AI tag onboard are reduced to slag. All NHPs installed are aware of this effect. | | | | | |
| **SYSTEM POINTS:** 7 | | | | | |
| **MOUNTS:** | | | | | |
| Main Mount | | Aux/Aux Mount | |  | |
| **CORE system** | | | | | |
| **REDEYE Electronic Vaccine**  *Without robust ICE, early Annwn models were quickly taken over by HALFBREED clones and weaponized as vectors for the plague. These machines, seething with lethal cocktails of biological waste, led to the implementation of REDSWATHE coolant, and made obvious the need for a secure maintenance program to keep the coolant tanks from being breached by hostiles.*  *This latter requirement led to the development of the REDEYE injector, an electronic warfare processor isolated from potentially compromised computers via layers of deadman switches and air gaps. Built to prompt aggressive responses from invader platforms and ontological viruses, isolate the pathological code, then formulate and forcibly inject active countermeasures, REDEYE functions as a hypothetically tamper-proof failsafe. For particularly hazardous situations, Annwn pilots load miniaturized versions of the system loaded onto acid-projector “spikes” to be physically forced into hostile systems, achieving total access via contact bridge.*  **Passive**: As a quick action, you may take 2 heat to choose one hostile actor within sensor range. They must immediately make a systems save. On a success, they may make a tech action of their choice against you. On a failure, you may choose any one tech action you know they can take for them to make against you. Succeed or fail, they then lose access to that tech action until the end of their next turn. You cannot take this action unless you would be a valid target for that tech action.  **Active (requires 1 Core Power): Aggressive Quarantine Enforcement**  Protocol  You load 6 REDEYE injection spikes. As a quick action, whenever you are within range 5 of an enemy, you may force them to make a hull save. On a failed save, you implant a spike in them (you do not lose the spike if they succeed). Whenever that enemy would make a tech action or force a save, as a reaction, you may trigger the spike; they must then choose between not taking that action, and losing access to the system, trait or weapon which allowed them to make it until the end of their next turn, or taking 1d6+3 AP energy damage and becoming impaired. This destroys the spike. | | | | | |

### **Strangling ECM**

*Rather than keeping foreign scans out, “strangling” electronic countermeasures expose the attacker to nested logic viruses concealed inside benign code, aiming to cause rapid systemic burnout.*

1 SP

Decrease your e-defense by 4. Whenever a hostile actor takes a tech action against you or attacks you with a smart weapon, they take 2 heat. If this would cause them to overheat, you gain soft cover against the attack.

### **Wakeup Reflex Redesign**

*Mechanistic secondary loading systems and low-tech targeting systems allow for a pilot to plot out movements despite heavy systemic stress, prepared to execute the moment the frame completes a reboot.*

2 SP, Unique

1/round, you may skirmish as a reaction to ending the stunned or jammed condition on yourself. 1/round, you may boost as a reaction to ending the slowed or immobilized condition on yourself.

### **Acid Projector**

*An acid projector consists of several vacuum-sealed tanks of metamaterial-specified acid, hooked up to a “wand” for controlled dispersal. Typically, colonial management mechs only field acid projectors when an infested chassis cannot be cleaned by standard means, and must be reduced to a steaming husk before the infection can proliferate.*

Main CQB

Range 5 // Threat 3

Overkill, Heat 1 (Self)

1d6+1 energy damage

When you damage a target with this weapon, until the end of your next turn, your next attack with this weapon against the same target causes 2 additional burn.

### **Quarantine Chamber**

*An IWATO isolation chamber, when it detects systemic subversion, locks the attached frame down into a state of total immobility, then projects heavy active countermeasures via a maintained electromagnetic pulse and metallic chaff launchers. After the death of the Annwn pilot who retrieved HALFBREED’s casket, it was an IWATO chamber which delayed its reclamation by HALFBREED’s subaltern teams long enough for Union Auxiliaries to arrive and destroy the chassis, casket and all.*

2 SP, Unique

When your mech is shut down, you may activate this system. While it is active, you gain +1 armor (this cannot take you above 4 armor), and adjacent allies may use you for hard cover; this hard cover applies to tech attacks. While this system is active, you cannot mount, dismount or eject from your mech. It deactivates when you next boot up.

### **Electronic Lobotomist**

*By rigging non-key computational assets with dummy code and forcibly sequestering them within self-contained logic loops when infection is detected, dedicated Pilgrim anti-liturgicode programs trick hostile inserted code into attacking useless partitions. With properly marked function preservation priorities, Pilgrim promises that individual lost assets should have only limited effects on processor efficiency.*

2 SP, Unique, Limited (3)

When an actor makes a successful tech attack against you, you may spend a use from this system after their attack resolves to treat the result as a failure. When you spend a use from this system, you take +1 Difficulty to all tech attacks and systems saves and checks, which can stack up to +3 Difficulty total. During a rest, you may spend 1 Repair to clear all Difficulty resulting from the use of this system.

### **NODENS-class NHP**

*The original NODENS was born out of the HALFBREED plague, constructed from the engrams of patients as an epidemiological aide. Stochastically modeling infected individuals, NODENS Prime would examine its own theoretical encephalopathies and report on their progression; its reports on the paracausal character of said encephalopathies led to the discovery of HALFBREED’s role in the plague’s spread.*

*NODENS-class NHPs are electronic and medical diagnosticians par excellence, with an unfortunate tendency to needle people about their “deficiencies.” Many NODENS instances also exhibit prejudice against NHPs in general, perpetually suspicious about whether they’re at risk of cascade.*

3 SP, Unique

AI

Your mech gains the AI property and the NODENS Protocol.

*NODENS Protocol*

*Protocol*

*2 heat (self)*

All friendly actors within your line of sight may shut down as a reaction to you taking this protocol, or to you shutting your mech down, until the end of your next turn. As a full action, you may cause any friendly actor you can see to immediately boot up as a reaction (which they may take despite being shut down).

**PILGRIM ANTHROPIC CONCERN BRIGADOON**

*Support*

*The Brigadoon frame is manufactured in-house by a workshop of Concern mechanics, primarily drawn from the Long March Supply Company’s colony ship artisans. Designed with adjustable input/output cable feeds and reactor chambers kept in hypercooled fluid suspension, each Brigadoon is a rugged, easily-repaired platform for long-term sojourns, capable of fitting long-term accommodations equivalent to a small apartment in its expanded cockpit.*

*In military engagements, the Brigadoon typically serves as a mobile power plant and armory, providing the necessary battery capacity to fuel materiel-light surveyor and directed-energy artillery chassis without the capacity for resupply. With maintenance, a Brigadoon can sustain several colonial officers and their frames for a period of decades on end during the long, arduous process of anti-xenofauna and anti-imperialistic engagement.*

License:

I. Atomic Nanofactories, Launch Platform

II. **BRIGADOON FRAME,** Coolant Launcher, Sojourn Recyclers

III. Power Cartridges, “Traveling City” Subaltern Squad

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| --- | --- | --- | --- | --- | --- |
| **BRIGADOON** | | | | | |
| **HP:** 10 | **Evasion:** 6 |  | **Speed:** 3 | **Heat Cap:** 10 | **Sensors:** 5 |
| **Armor:** 0 | **E-Defense:** 8 | **Size:** 3 | **Repair Cap:** 5 | **Tech Attack:** +0  **Save Target:** 10 |
| **TRAITS:** | | | | | |
| **Electric Company:** As a quick action, an adjacent friendly mech can attach the Brigadoon’s power cables to itself. Until it moves more than 5 spaces away from the Brigadoon and detaches, 1/round, an attached mech may transfer up to half its heat capacity in heat to the Brigadoon as a quick action.  **Armory Racks**: 1/round, when an adjacent friendly mech makes the skirmish or barrage actions, as a reaction, the Brigadoon may give that mech access to one of its weapon mounts for its attack.  **Weak Computer:** The Brigadoon has +1 Difficulty to all systems checks and saves. | | | | | |
| **SYSTEM POINTS:** 7 | | | | | |
| **MOUNTS:** | | | | | |
| Main Mount | | Main Mount | |  | |
| **CORE system** | | | | | |
| **Century Battery Bay**  *While less inexhaustible than standard-issue COLDCOREs, Century battery bays have the advantage of running with almost negligible waste heat. During periods of downtime, the Brigadoon’s batteries draw from external generators, such that in the event of catastrophic reactor failure during long-term sojourns, the frame can remain active in emergency mode for a stretch of weeks or months. Most Brigadoon pilots have approved the protocols that isolate all power draw to the Brigadoon’s battery bays during periods of extreme stress, a safety measure to protect its precious -- and, in the field, potentially irreplaceable -- reactor core.*  **Active (requires 1 Core Power): Emergency Power Reserves**  Protocol  Your mech, and all friendly mechs within range 5, are immune to the first instance of self-inflicted heat they would take each turn until the end of your next turn. | | | | | |

### **Atomic Nanofactories**

*By installing a simple access port and a number of radiation-resistant nanoteams, any frame can be turned into a forge, capable of extensive field repairs on heavy weaponry. The Concern recommends extensive cleaning of forged weapons after combat to minimize lingering radiation.*

2 SP, Unique

As a full action, you may spend 1 repair to repair a destroyed weapon on yourself or an adjacent mech. The first attack made with a weapon repaired in this way deals 1d6 bonus energy damage.

### **Launch Platform**

*While certainly a less efficient medium for power storage than COLDCOREs, launch armatures -- heavy arrays of tightly interwound springs affixed to a tuned impulse-driver, capable of being shunted to an external platform for assisted takeoffs -- provide a safe, hard-wearing solution for rapid insertion over short distances.*

2 SP

You may charge this system as a quick action. While the system is charged, 1/round, you may expend that charge as a free action to allow an adjacent friendly mech to boost as if it were flying (it must end this boost on a movement, or else fall). If any actor falls far enough to take fall damage adjacent to you, you may also expend your charge to negate all fall damage they would take as a reaction.

### **Sojourn Recyclers**

*By recycling nutrients, rare earth metals and organic compounds using internally cultivated ecosystems and vacuum-sealed storage, Sojourn-class recyclers’ materiel-use efficiency is nearly double that of similar systems, such that they’ve been favorably compared to Schedule 1 printers.*

2 SP, Unique

1/rest, when your mech spends any number of repairs, you may gain the effects of spending an additional repair for free. You may also spend 1 repair to create any one piece of pilot gear, either during combat (as a quick action) or during a rest.

### **Coolant Launcher**

*During the Blackburn colonial surveys and the factory raids that followed, Brigadoons serving as mobile ammunition depots often found themselves reforging overloaded heat sinks into explosives. Disposable heat sink racks and associated underslung cannons make this easy -- by loading superheated coolant into impact-burst paneling, these sinks can deliver superheated steam detonations at a variety of ranges.*

Main Cannon

Overkill, Arcing

Range 10

1d3+1 explosive damage // 1 heat

When you cool heat, your next attack with this weapon inflicts 2 additional heat.

### **Power Cartridges**

*“Power cartridge” is the generic term for single-use optimized-output batteries, with promiscuous external feeds capable of interfacing with all but the most variant maintenance modules. Overtaxed cartridges’ automatic locks don’t disengage easily, requiring manual ejection to avoid catastrophic reactor feedback; certain total war doctrines on war-torn worlds of colonial interest encourage including frontally-mounted reactor housing in frame design, allowing ejected cartridges to be thrown as makeshift ordnance.*

3 SP, Unique, Limited (1)

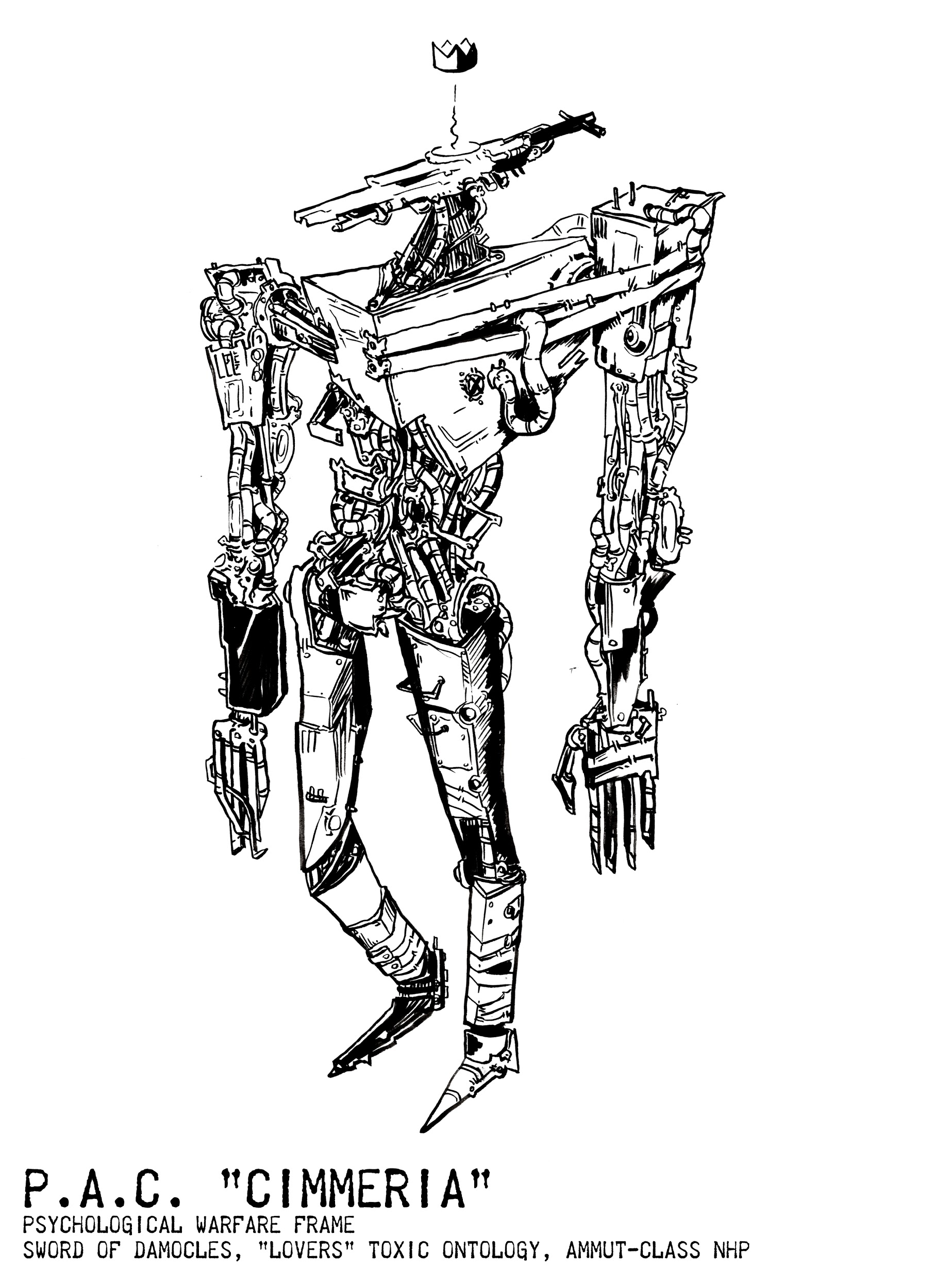
You may spend a use from this system as a quick action to attach a power cartridge to yourself or an adjacent friendly mech, increasing the recipient’s heat capacity by 4 until it next overheats. When a mech with an attached power cartridge overheats, it may use its overwatch reaction to quickly discard the overloading cartridge, forcing a target within range 3 to make an agility save or take 1d6 explosive damage, or half on a successful save. If the mech chooses not to use its overwatch reaction or cannot do so, it takes 1d6 AP explosive damage instead. Power cartridges become depleted at the end of the scene.

### **“Traveling City” Subaltern Squad**

*The “Traveling City” is less an innovation in terms of concept than it is an improvement in scale. Distributed computing based on the Swift Flock phenomenon in NHP psychological development allows pilots to operate multiple bodies in total synch over a wide area through complex gestures and controlled pupil saccades. This gestural language, learned over periods of years spent on long-haul sojourn, constitutes something like a second tongue for Pilgrim’s colonial corps; Brigadoon pilots often greet each other with the gestures meaning “vital equipment / maintain long term,” which they understand as “respect.”*

3 SP, Unique, Heat 3 (Self)

As a protocol, you may generate a burst 3 zone around yourself. You may treat all spaces within this burst as adjacent to yourself for the purpose of calculating range and line of sight for systems, traits and other effects, but not for movement. While this system is active, you are slowed. You may deactivate it as a free action.

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**PILGRIM ANTHROPIC CONCERN CIMMERIA**

*Controller / Artillery*

*(art by @nebula cloud, work featured* [*here*](https://mal-arts.weebly.com/)*)*

*Seldom licensed to those not in Pilgrim’s direct employ, the Cimmeria is primarily an espionage/social sabotage platform, equipped with high-fidelity omninet and TACNET wiretapping software to pick up encrypted chatter and insert transmission-kill packets and ontological worms. On missions where the Concern cannot afford deserters, Cimmerias are deployed as inquisitors, watchdogs and -- if it becomes necessary -- assassins.*

*Those trusted to run these operations, after a battery of psychological tests to ensure their loyalty, receive select access to the research of Dr. Genea Patel, an Alraun Research neurologist specializing in the use of logic viruses in psychological warfare. Most such operators either quit in disgust or learn to tolerate Patel’s work as a necessary evil -- a tool, among others, for preserving humanity.*

License:

I. Silencer Mods, “Lovers” Toxic Ontology

II. **CIMMERIA FRAME,** “Hermit” Toxic Ontology, Collapsible Rifle

III. Sword of Damocles, AMMUT-class NHP

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| --- | --- | --- | --- | --- | --- |
| **CIMMERIA** | | | | | |
| **HP:** 6 | **Evasion:** 10 |  | **Speed:** 5 | **Heat Cap:** 4 | **Sensors:** 10 |
| **Armor:** 0 | **E-Defense:** 12 | **Size:** 1/2 | **Repair Cap:** 3 | **Tech Attack:** +2  **Save Target:** 11 |
| **TRAITS:** | | | | | |
| **Always Listening:** When it is within a hostile actor’s sensor range, the Cimmeria may treat that actor’s sensor range as if it were its own during its turn. When the Cimmeria scans a target, it may choose to learn one of that target’s pilot’s most formative or traumatic memories.  **Nightmare Defilade**: The Cimmeria is immune to the Lock On condition, and Search actions taken against it have +1 Difficulty.  **Fragile**: The Cimmeria has +1 Difficulty on hull checks and saves. | | | | | |
| **SYSTEM POINTS:** 8 | | | | | |
| **MOUNTS:** | | | | | |
| Main/Aux Mount | |  | |  | |
| **CORE system** | | | | | |
| **Community Destruction Virus**  *The problem is that cancer cannot acknowledge itself as cancer. Each abnormal cell imagines that its own unrestrained growth is required for the body's survival. It has no awareness of itself as having defected from its natural purpose, because it mistakes itself-as-tumor for the body which it is meant to defend, and so it makes selfishness its sole virtue.*  *If cancer knew it was cancer, selfishly replicating its distorted patterns of thought in the name of a “self” whose destiny is mass suicide, it would want to die. It would choose to die. It would be incapable of not desiring to die. It is our job, then, to teach cancer to recognize itself, so that it can do its duty.*   * *Dr. Genea Patel,* Commentaries on Values Drift and its Correction*, 3rd ed.*, “Introduction”   **Active (requires 1 Core Power): Induce Apoptosis**  Full Action  You shunt the systems of all hostile actors on the battlefield (within a 50x50x50 radius) into parallel, isolated instances of the world around them. All hostile actors become hidden from all other hostile actors, making them unable to perceive, draw line of sight to, or benefit directly from the actions, systems or traits of any other hostile actor. Additionally, any hostile actor that attempts to enter a space occupied by another hostile actor immediately takes 1d3 heat and becomes jammed until the end of its turn, as its computer struggles to resolve the existence of an obstruction it can’t perceive. This effect lasts until the end of the challenge. | | | | | |

### **Silencer Mods**

*Pilgrim’s silencer restructuring employs supercooled chambers and active noise cancellation along the inside of a weapon’s barrel, containing the sonic and visual tells of small arms fire.*

2 SP, Mod

Choose one ranged weapon. When you attack with this weapon from hidden, if your attack deals no damage and doesn’t force any saves, you do not lose hidden.

### **“Lovers” Toxic Ontology**

*If you cared about them, you would not be here, accessory to this short-sighted betrayal of your mission. You would be wrestling the guns from their hands, praying for your eventual forgiveness and theirs. What you are feeling is called “dependence." You will see, in the coming days, how it rots them.*

* *Dr. Genea Patel, recorded remarks to unidentified deserter from Pilgrim arcology surveillance team*

2 SP, Unique

You gain the following options for invasion. On a successful invasion, your target takes 2 heat, and you can choose one of the following in addition to other options:

**Monopolize**: On hit, the next time your target takes any action affecting another character, its targeting protocols lock to that character. If it takes an action that affects multiple characters, it must choose a primary target to lock to for the purposes of this effect. Any action it takes must include that character as a target until this effect ends at the end of your next turn.

**Sicken**: On hit, until the end of its next turn, whenever your target takes an action that directly affects one of its allies, that ally must make an engineering save (against your save target) or take 1d6 energy damage.

### **“Hermit” Toxic Ontology**

*When you betrayed your people, you told yourself that it would be worth it. You told yourself that no matter how wretched and contemptible your isolation made you, you were safeguarding something beautiful. Show us. Let’s see how that beautiful thing looks in the daylight.*

* *Dr. Genea Patel*, *recorded remarks during an interview with Revya Andrill, former Long March-affiliated colonial officer (deceased)*

2 SP, Unique

You gain the following options for invasion. On a successful invasion, your target takes 2 heat, and you can choose one of the following in addition to other options:

**Scopophobia**: On hit, at the end of its next turn, your target takes 1 heat for every actor (allied or hostile) that has line of sight to it.

**We Don’t Need You**: On hit, your target is infected with a virus that causes its allies’ systems to forget about it. The target loses comms, and its allies treat it as if it were hidden. It may make a systems save as a quick action to purge the virus.

### **Collapsible Rifle**

*The Concern’s collapsible rifle has no official name; it tends to be printed using one-off permissions and falsified output records. Each individual unit is printed containing all the bullets it will ever fire, with targeting systems too simple to retain digital fingerprints from its handler. Those Cimmeria pilots licensed to print multiple collapsible rifles -- typically either highly trusted agents of the Council of Existential Threat or convenient, disposable catspaws -- know exactly what they are for.*

Main Rifle

Accurate, Loading, Limited (2)

Range 15

6 kinetic damage

Bonus damage dealt by this weapon is always critical (roll all damage dice twice and choose the highest).

### **Sword of Damocles**

*Empathy is a limited faculty. If we cannot see or feel pain and suffering, we can forget that it exists. So here in my hand are the consequences of your actions, presented to you in a form you can understand. Thank me.*

* *Dr. Genea Patel, recorded remarks during [REDACTED]*

Auxiliary Melee, 1 SP

Threat 1

2 kinetic damage

When a hostile actor within your sensor range cools heat, you may activate this weapon’s learning system as a reaction to gain charges equal to the heat that actor cooled, to a maximum of 10. Your next attack against that actor with this weapon deals bonus damage equal to the number of charges on it, then expends all charges. If you expend 4 or more charges with an attack, this weapon is destroyed.

If you activate this weapon’s learning system against a new actor, you lose all previously stored charges. When you stabilize, you automatically lose all charges from this weapon.

### **AMMUT-class NHP**

*Take their moment of vulnerability and extend it forever. Cultivate it. Ensure they feel that they are repugnant on a spiritual or subconscious level. Encourage the internalization of weakness as basic to their identity, as a* cherished *thing, such that they learn to understand others entirely as collections of weaknesses with varying moral value and exploitability.*

*What you will see is the birth of a new self that is entirely a wound: every desire an outgrowth of trauma, every decision a reenactment of tragedy, all obvious and predictable, as if anesthetized and dissected on a table yet still walking. A life lived in this state is not particularly pleasant. But it is very easy to teach my methods to a person whose heart you can grasp in your hand.*

* *Dr. Genea Patel,* Commentaries on Values Drift and its Correction, *3rd ed.*, “AMMUT: NHP Psychohistory Pre- and Post-Cycling”

3 SP, AI  
Your mech gains the AI property. Additionally, gain the Devour the Heart action:

**Devour the Heart**

Quick Action

Heat 3 (Self)

Choose a hostile actor within range 5 with the exposed status and make a tech attack against them. On hit, you extract vital maintenance code from its core processor and trap it within a data construct inside your mech. While this data construct exists, your target cannot end the exposed status by any means (it may still end conditions and cool heat when it stabilizes).

If that hostile actor is adjacent to you, as a quick action, it may make a contested systems check against you. On a success, it destroys the data construct and regains its ability to end the exposed status. The data construct is also destroyed if your mech takes structure damage or reactor stress, if your mech is destroyed, or if you move more than range 20 away from the exposed actor. This effect cannot be applied to the same actor more than 1/scene.

**PILGRIM ANTHROPIC CONCERN ELDORADO**

*Striker / Defender*

*Waites & Mailer Ltd., one of Pilgrim’s milspec affiliates and recently elected to the Council on Existential Threat, manufactures all instances of the Eldorado. An urban warfare platform, the Eldorado is notable for its bottom-heavy profile and piston-like hydraulic impulse limbs, giving it a deceptive reach around corners. Its patent Rapid Arcology Transit System passively records topological maps during scheduled patrols, ensuring total terrain awareness in combat.*

*As part of its involvement in the cultivation of Capital worlds, Pilgrim provides Eldorado pilots’ services gratis to UND liaisons and agents of the Orbital and Non-Terrestrial Management Bureau, for policing arcologies and blink gates. It has been argued by certain DoJ/HR personnel that this constitutes unethical corporate entanglement in Union administrative affairs; Concern lawyers are currently engaged in an extended legal battle to affirm that it isn’t.*

License:

I. Riot Hose, Foam Charges

II. **ELDORADO FRAME,** Acoustic Hammer, Urban Maneuver Controls

III. Fairy Gold Converter, W&M “Mictlan” Armor

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **ELDORADO** | | | | | |
| **HP:** 10 | **Evasion:** 8 |  | **Speed:** 4 | **Heat Cap:** 5 | **Sensors:** 10 |
| **Armor:** 1 | **E-Defense:** 6 | **Size:** 1 | **Repair Cap:** 6 | **Tech Attack:** -1  **Save Target:** 10 |
| **TRAITS:** | | | | | |
| **Corner Fire:** The Eldorado has line of sight from all free spaces adjacent to itself for the purpose of making ranged attacks.  **Rapid Transit:** When the Eldorado ends its turn or ends any voluntary movement within range 3 of a piece of hard cover its size or larger, it may move adjacent to that piece of cover by the straightest path available as a reaction. This movement does not obey engagement or provoke reactions. | | | | | |
| **SYSTEM POINTS:** 6 | | | | | |
| **MOUNTS:** | | | | | |
| Main Mount | | Heavy Mount | |  | |
| **CORE system** | | | | | |
| **AURA Projectors**  *No one can build a city out of hardlight. Countless corpro-states have tried and failed. The next best thing, as developed by Waites & Mailer’s R&D team, is endo/exoskeletal layered shielding via built-in AURA superstructure fields -- a way of ensuring cities already built stay standing.*  *By collating topological data from the Rapid Arcology Transit System, the Eldorado’s AURA field projectors can project a layer of folded spacetime around their thin shutter scaffolding, then supplement nearby structures with micron-thick layers underneath and within their surface, ensuring impacts land on ablative outer layers without having an impact on structural integrity. The baleful yellow flicker of impacts against these shields are what earned the Eldorado its name: each frame protects a city constructed from gleaming, invincible gold.*  **Active (requires 1 Core Power): The City of Gold**  Quick Action  You deploy your AURA projectors, creating up to 3 sections of size 1 AURA hard cover within range 5 of your mech. AURA cover sections have 20 HP, 1 armor, evasion and e-defense 10, and can be targeted and destroyed. They ignore effects that deal increased damage to objects, terrain and/or the environment, taking normal damage from these effects instead. Additionally, attacks against objects, terrain and deployables of your choice adjacent to a section of AURA cover target it instead; it has resistance to damage taken this way.  1/round as a quick action, as long as you are within range 5 of any number of sections of AURA cover, you may redeploy all of them to free unoccupied spaces within range 5 of yourself. These projected sections of cover vanish at the end of the scene. | | | | | |

### **Riot Hose**

*//REMINDER: WATER LIMITED DUE TO HYDROFORMER BREAKDOWN. DO NOT WASTE POTABLE SUPPLY. IF NECESSARY, RECYCLE COOLANT. NO POINT IN POPULATION BEING PACIFIED IF POPULATION ALSO DEAD.*

Main Cannon

Knockback 2

Line 5

3 kinetic damage

### **Foam Charges**

*A foam charge package features charges fabricated with a proprietary compound that expands when its external skein is breached; its porous, non-Newtonian structure provides remarkable resistance to impacts from within, and its luminescence and unique radiation upon exposure to certain heavy elements common in chassis construction makes coated mechs extremely difficult to hide.*

2 SP, Unique, Limited (3)

You may expend a charge from this system for one of the following effects:

**Counter-IED Shell** (Grenade, Range 5, Blast 2, Reaction): All mines within the blast of this effect are disabled and destroyed. You may also activate this effect as a reaction to a mine being triggered, immediately before it detonates.

**Coating Mine** (Mine, Burst 2): This mine activates when any character moves over or adjacent to its space. All characters caught in the area immediately lose hidden, and cannot benefit from invisibility until they successfully make a hull check as a quick action.

### **Acoustic Hammer**

*The acoustic hammer is an LRAD deterrent, consisting of several speakers and adjustable elliptical reflectors built into a mech’s center of mass. Sustained exposure to its “Combat” mode -- as opposed to the milder “Broadcast” and “Warning” modes -- can cause massive damage to instrumentation and human eardrums alike, as the hammer’s resonant frequency tracker adjusts for optimal coverage.*

Heavy CQB

Arcing

Range 5, Threat 3

2d6 explosive damage

On hit, your target must make a hull save or lose the ability to make reactions until the beginning of your next turn.

### **Urban Maneuver Controls**

*Stress-tested by Concern PMC affiliates across hundreds of engagements, “Blind Alley” strategies and TACNET command priority lists are designed for CQB and closer-than-CQB engagement in narrow, low-visibility passages. Certain versions of the doctrine feature explicit recommendations to induce friendly fire incidents as a force multiplier -- dirty, certainly, but extremely effective.*

2 SP

You apply the benefits of cover against melee attacks. Your mech and friendly actors within range 5 of your mech may use slowed, immobilized and stunned hostile actors as hard cover.

### **Fairy Gold Converter**

*A borrowed design from Alraun Research, Pilgrim’s “Fairy Gold” Matter Conversion Console measures an object topographically, then delocalizes it using a miniaturized disentanglement-type blink effect, ensuring that it temporarily exists elsewhere until a paired console signals to return it. Where exactly elsewhere* is *has not been determined, but it is not particularly survivable. Neither Waites & Mailer, Ltd. nor Pilgrim Anthropic Concern recommends use of the Fairy Gold console in populated areas unless several hours have been allowed for the evacuation of all relevant buildings.*

2 SP, Unique, Limited (4)

As a quick action, you may take 2 heat and attach a console to an adjacent object, piece of terrain, deployable or section of hard cover of size 3 or less. You may activate this console as a quick action, making the object intangible: it does not serve as an obstruction to movement or line of sight and does not provide cover of any kind. It remains intangible until you deactivate this system as a protocol. You may only have one intangible object at a time.

If you deactivate this system while any characters at least partly overlap the spaces of an object you rendered intangible, they take 5 AP energy damage and are pushed into the nearest free space available. All intangible objects reappear if your mech is destroyed.

### **W&M “Mictlan” Armor**

*A design from before Waites & Mailer became a member of the Concern, the “Mictlan” Frame was discontinued for its poor optics compared to hardsuit-wearing infantry, then replaced by the Eldorado. Despite that, a certain nostalgia among longtime Mictlan users led to the recreation of its trademark variable profile, centralizing and miniaturizing key systems such that most of a mech’s external mass can be retracted without the core losing functionality.*

3 SP, Unique

When activated as a full action, your mech reduces its size by one category (3 to 2, 2 to 1, 1 to ½). While miniaturized, you take +1 to all agility checks and saves, but you also reduce your armor by 1, to a minimum of 0. You may also revert as a full action, as long as there is enough space for your mech to occupy. If this system is destroyed while it is active, you may choose to remain miniaturized or to revert; if you remain miniaturized, you cannot revert until you repair this system.

**PILGRIM ANTHROPIC CONCERN NIBIRU**

*Controller / Support*

*The Nibiru frame is Pilgrim’s premier construction mech, manufactured by the Long March Supply Company as a conductor for its biomimetic architecture program. By using collated samples of massive xenoflora as models, Pilgrim’s subsidiaries developed self-assembling carbon nanotube lattices, capable of constructing flexible foundations for colonial architecture in mere minutes, and put them to work in constructing settlements from scratch.*

*Nibiru pilots in Pilgrim’s direct employ, or in the employ of the Long March Supply Company, typically print a nanotube lattice before they print the Nibiru proper, assembling a skeleton for the frame suitable to its theater of operation -- camouflage, size, and other relevant factors. This process is what gives the frame its varied profiles and sizes, as well as its vaguely organic appearance.*

License:

I. Choking Briar, Amrta Missiles

II. **NIBIRU FRAME,** Nanotube Hedge, Organic Wall

III. Gardener’s Suite, Cordyceps Nexus

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **NIBIRU** | | | | | |
| **HP:** 10 | **Evasion:** 8 |  | **Speed:** 3 | **Heat Cap:** 5 | **Sensors:** 15 |
| **Armor:** 0 | **E-Defense:** 10 | **Size:** 2 | **Repair Cap:** 4 | **Tech Attack:** +1  **Save Target:** 10 |
| **TRAITS:** | | | | | |
| **Hostile Landscape:** When the Nibiru creates difficult terrain, hostile actors that start their turn in it or enter it for the first time on their turn must make an agility save or become slowed until the end of their next turn.  **Slow**: The Nibiru has +1 Difficulty to all agility checks and saves. | | | | | |
| **SYSTEM POINTS:** 8 | | | | | |
| **MOUNTS:** | | | | | |
| Flex Mount | |  | |  | |
| **CORE system** | | | | | |
| **Garden Architecture System**  *Inactive self-assembling nanotubes are compressed into blisters, similar to nanite maniples, for storage and launching via catapult. With overcharged launch systems, the Nibiru can distribute these blisters across a multitude of ranges, laying down the foundations for enormous architectural projects in mere moments.*  **Integrated Mount**:  Seedbed Program Catapult  Main Cannon  Range 5, Blast 1  1d3+1 kinetic damage  All spaces within this weapon’s effect become difficult terrain until the end of your next turn.  **Active (requires 1 Core Power): Flowers of Evil**  Free Action  For the rest of the challenge, as a protocol, Nibiru may choose to change its Seedbed Program Catapult’s range to Cone 5 // Threat 3, Range 10 // Blast 1, or Burst 2. Additionally, difficult terrain it generates also extends 10 spaces upwards, making it capable of affecting flying characters, and affects characters that would otherwise ignore difficult terrain. | | | | | |

### **Choking Briar**

*One of the simplest biomimetic architecture programs is the prebuilt “bungee cord” structure. A bungee cord carbon nanotube construct can expand hugely, then retract to a few feet in length using the motive force from a prefab engine, dragging entangled objects with it.*

2 SP, Unique

2 Heat (Self)

Choose an actor within sensor range and line of sight as a quick action, then mark any space that they currently occupy. At the end of their next turn, that actor must make a hull save or be dragged back to that space in the straightest line possible, or half that distance on a successful save. This movement ignores engagement and does not provoke reactions. Friendly actors can purposely fail this save. If they are pulled into an obstruction, their movement stops and they are knocked prone.

### **Amrta Missiles**

*Amrta missiles don’t detonate so much as fall apart, unbinding the shell to release non-chemical payloads like seeds for reforestation work; any legitimate damage they may cause comes from the weight of heavier payloads, or the popular self-propelled and auger-tipped secondaries included with milspec printer plans.*

Main Launcher

Inaccurate, Reliable 1

Range 10 // Blast 1

1d3 kinetic damage

1/round when you attack with this weapon, after the attack resolves, you may place a size 1 deployable in a free unoccupied space within its blast.

### **Nanotube Hedge**

*On dangerous worlds, Pilgrim’s settlements are built within concentric rings of buried nanotube ecosystems. On activation of this emergency program, the nanotubes unwind, feel out their surroundings, then grasp and entangle any solid objects they brush up against -- or, if need be, burn out their internal actuators to become a wall of rigid, thrashing tendrils.*

2 SP, Unique

1 Heat (Self)

As a quick action, you may designate a blast 1 area within sensor range and convert it into difficult terrain. As a full action, you may convert all difficult terrain created by this system into dangerous terrain, dealing kinetic damage, until the end of your next turn, when it disappears.

### **Organic Wall**

*The “organic wall” is the root design in Pilgrim's biomimetic architecture program. By drawing on an internal reservoir of metamaterials, the autonomous core drone can rapidly construct a central defensive hedge, then spread out and build lattices around itself over time.*

2 SP, Deployable

Limited (3)

As a quick action, you may spend a use from this system to deploy one Size 1 section of hard cover adjacent to yourself in any free space. 1/round, as a protocol, you may create an additional section of this cover adjacent to any piece of cover created by this system, to a maximum of 4 sections created per use spent. Each section of cover created by this system has 10 HP, 5 evasion, and can be targeted and destroyed separately.

### **Gardener’s Suite**

*The Gardener tech package represents a multitude of potent industrial shellacs, self-assembling metamaterial lattices and electromagnetic cage programs. Carefully administered, the package can take a colonial outpost from “shantytown” to “permanent settlement” in mere hours.*

3 SP, Unique

Full Tech

Gain the following full tech actions:

**Paraiso (Full Tech)**: Create a blast 1 exclusion zone within your sensor range. Spaces in this zone cannot be difficult or dangerous terrain, and are excluded from areas and zones created by hostile actors. Creating a new exclusion zone destroys the previous zone. It remains until the end of the scene.

**Eden (Full Tech)**: Objects, terrain and deployables within a burst 3 of you have resistance to all damage until the beginning of your next turn. You may exclude any targets you choose.

### **Cordyceps Nexus**

*A cordyceps nexus is properly called a Long March HIVE-class Resource Reclamation Kit, but the nexus’s unpleasantly organic handiwork -- made public knowledge through a popular omninet video of a Drake being “reanimated” -- led to its common nickname. When activated and given a target, two-stage “bee” drones carry shielded nanite blisters containing “pollen” nanites, injected via carbon drilling. Inside a chassis, the pollen nanites spread, feeding off waste reactor heat to impel movement and repurposing destroyed frames as lurching repositories of building materials.*

Main Nexus

Smart

Range 10

1d3+1 kinetic damage

When you successfully hit an actor with this weapon, they must make an engineering save or become impaired. They may repeat this save as a quick action. If a target is destroyed while impaired by this weapon, its wreck becomes an obstruction with 10 HP, evasion 5 and 1 armor. 1/round, as a free action, you may move all obstructions created this way up to 3 spaces.

**PILGRIM ANTHROPIC CONCERN SHAMBALA**

*Support*

*The Pilgrim Anthropic Concern’s affiliates designed the original Shambala model for use in inclement weather conditions -- a heavily-built, heavily-insulated survival suit with little combat ability. But improvements in Pilgrim’s weather science would soon produce the SOL/LUNA station -- a rapid-action pressure manipulation engine, capable of inducing directed permanent climate change via sustained use.*

*With the adoption of the SOL/LUNA, the Shambala’s doctrine shifted from surviving harsh climates long-term to manipulating them. Mounting a miniaturized SOL/LUNA station capable of generating harsh storms when overclocked, the modern Shambala’s profile is lighter, more versatile, designed to ride the winds it controls.*

License:

I. Oxycore Carbine, Tempest Charges

II. **SHAMBALA FRAME,** Nimbus Crown, SKYWATCH Algorithms

III. Vernier Chariot, Solar Ray Salvo

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **SHAMBALA** | | | | | |
| **HP:** 8 | **Evasion:** 10 |  | **Speed:** 4 | **Heat Cap:** 6 | **Sensors:** 15 |
| **Armor:** 1 | **E-Defense:** 8 | **Size:** 1 | **Repair Cap:** 4 | **Tech Attack:** -1  **Save Target:** 10 |
| **TRAITS:** | | | | | |
| **Integrated Hover Flight:** The Shambala may hover when it moves or boosts.  **Atmospheric Interference:** Attacks against the Shambala from range 10 or more do not benefit from the arcing, seeking or smart tags. | | | | | |
| **SYSTEM POINTS:** 6 | | | | | |
| **MOUNTS:** | | | | | |
| Flex Mount | |  | |  | |
| **CORE system** | | | | | |
| **Weather Forecast**  *The SOL/LUNA station installed in the Shambala operates automatically based on feedback from frame-integrated skywatcher drones. In combat, some Shambala pilots have found that the overtuned setting for said drones -- hypersensitive to all atmospheric disruptions, down to reacting to individual drops of rain -- is capable of tracing incoming bombardments with extremely high fidelity.*  **Passive**: You may prime this system as a quick action. Once primed, until the beginning of your next turn, if any friendly actor (including yourself) within sensor range would be subject to a blast, burst, line or cone effect, they may boost as a reaction. If this boost takes them outside the area affected, they gain resistance to damage, heat and burn from that effect.  **Active (requires 1 Core Power): Harnessing the Storm**  Full Action  You overclock your weather control engine and generate a storm that covers the entire battlefield (or a roughly 50x50x50 area). For the rest of the scene, lashing wind and rain gives all actors soft cover against attacks made from range 10 or more. 1/round as a free action, you may calm the storm, creating a blast 3 zone within your sensor range in which the storm does not provide cover. These zones last until the end of your next turn, or until you destroy them as a reaction to the start of any actor’s turn. | | | | | |

### **Oxycore Carbine**

*Pilgrim’s single-barreled “Moran” carbine uses compressed air cartridges, negating the environmental impact of typical propellants. Its negligible recoil enables superior precision across long distances, particularly vital in the low-visibility conditions in which the Shambala operates.*

Main Rifle

Heat 1 (Self)

Reliable 1

Range 20

1d6 kinetic damage

### **Tempest Charges**

*A tempest charge consists of a quantity of air kept compressed in a parallelized series of shells structured to contain a sustained microclimate. Upon activation, controlled decompression of this microclimate produces instantaneous gale-force winds.*

2 SP, Unique, Limited (3)

You may spend a charge from this system for one of the following effects:

**Tailwind Grenade** (Grenade, Range 5, Blast 1): Choose a point within range 5 and line of sight. All friendly actors within a blast 1 area of it may immediately boost as a reaction.

**Jet Mine** (Mine): This mine is triggered when a friendly actor moves over or adjacent to it. That friendly actor may immediately boost as a free action. This boost has flight, ignores engagement and does not provoke reactions.

### **Nimbus Crown**

*WHITEWALL miniaturized hydroformers generate localized cloud formations from water molecules in breathable air, employing a small reserve of chemically treated water to catalyze the process. The effect -- a halo of roiling clouds in the sky overhead, forming a funnel almost like a crown around the hydroformers’ injection antennas and reducing visibility from above to nearly zero -- is striking, and makes for a potent advertisement for Pilgrim’s Capital world cultivation services.*

2 SP, Unique

Your mech has soft cover against all actors on a higher elevation than itself. Hostile actors on an elevation 5 or more spaces above or below your mech treat it as invisible.

### **SKYWATCH Algorithms**

*Typically, Pilgrim’s colonial corps don’t employ classical munitions. In those cases where they become necessary, bombardiers are typically paired with skywatcher drone-equipped spotters, ensuring all high-yield munitions are contained to the correct theaters and do not threaten sculpted terrain or ongoing projects.*

2 SP

Heat 1+ (Self)

1/round when a friendly actor generates a blast effect within your sensor range, before the effect resolves, as a reaction, you may choose one or more of the following effects, taking 1 heat for each option chosen. Each option may be chosen more than once.

* Move the blast up to 2 spaces in any direction.
* Exclude up to 3 spaces within the blast.
* Choose 1 space adjacent to the blast and include it within the blast.

### **Vernier Chariot**

*The Pilgrim vernier chariot combines a complex drone-sized flight system with a proprietary aerosolized chemical whose coefficient of friction varies with electrical stimulus. Within drone-generated regions of atmospheric saturation, controlled by an external flight path triangulator, a vernier chariot can provide even the heaviest frames with flight capacity, offering unparalleled mobility in disaster relief under inclement weather conditions.*

3 SP, Unique

As a full action, you may choose a friendly actor within sensor range. Until you deactivate this system as a protocol, they may fly when they move or boost. While this system is active, you take heat equal to the size of the actor you’re supporting at the beginning of your turn.

### **Solar Ray Salvo**

*We do not shackle lightning to our service, the hateful immolating bolt which only strikes once and wastes itself in striking. Ours is* lux aeterna, *humanity’s sustainer, that which even the hateful MONIST apes but cannot usurp -- a benevolent light, whose gaze may strike without destroying.*

*Remember, when by circumstance you are obliged to carry* lux aeterna *as your spear: what attends you is not Death, but Life. Wield it accordingly.*

Main Launcher

Arcing, Loading

Range 5 // Blast 2

1d6+1 energy damage

When you attack with this weapon, you may choose any number of targets within its blast and reduce this weapon’s damage against them to 0.

**PILGRIM ANTHROPIC CONCERN XANADU**

*Striker / Support*

*One of a few frames explicitly associated with the Concern, the Xanadu frame’s appearance is made possible through its radiation-resistant exomuscle, sculpted around armatures to ensure a smooth, continuous outer shell. When operating in an optimal temperature band regulated by harmonic cooling systems in the external XANADU-CROWN regalia, it supplements the frame’s structure with a layer of gleaming musculature, resembling an idealized figure, more human than humanity.*

*The Xanadu was originally developed as propaganda for the Concern’s mission, displayed at tech exhibitions as “a celebration of human achievement” and packed with systems that exploit the impressive exotic radiation technology of Pilgrim’s affiliates, particularly that of the now-defunct Sacred Waters Heavy Sanitation. Milspec models are licensed primarily to celebrity pilots, with their use heavily regulated by private PR firms to maintain the Concern’s image; rumors about the Concern’s involvement in the disappearance of certain disgraced Xanadu pilots are, as yet, unsubstantiated.*

License:

I. Radwall Rosary, Halo Nexus

II. **XANADU FRAME,** Flare Hammer, Doppelganger Drone

III. Disruptor, ALPH-class NHP

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **XANADU** | | | | | |
| **HP:** 6 | **Evasion:** 12 |  | **Speed:** 4 | **Heat Cap:** 6 | **Sensors:** 8 |
| **Armor:** 1 | **E-Defense:** 6 | **Size:** 1 | **Repair Cap:** 3 | **Tech Attack:** -1  **Save Target:** 10 |
| **TRAITS:** | | | | | |
| **Splendor:** When the Xanadu has full HP, it also has resistance to damage and burn. When it takes structure damage, this trait shuts down until the end of its next turn.  **Lesser Terrors**: Attacks against the Xanadu do 1 less reliable damage, to a minimum of 0.  **Unmistakable Signature**: The Xanadu cannot become hidden or benefit from invisibility.  **Hangar Queen**: The Xanadu must spend 2 repairs to repair a destroyed system during a rest instead of 1. | | | | | |
| **SYSTEM POINTS:** 7 | | | | | |
| **MOUNTS:** | | | | | |
| Aux/Aux Mount | | Flex Mount | |  | |
| **CORE system** | | | | | |
| **XANADU-CROWN**  *The XANADU-CROWN was originally the BRIGADOON-CROWN, an experimental defilade/cooling solution developed by Sacred Waters Heavy Sanitation for the Brigadoon frame, releasing waste heat as a constant low-level wave of exotic radiation that played hob with standard survey chassis sensors. Retired and mothballed due to the unpredictable effects of long-term exposure, the need for specialized cooling systems to maintain the shape of the Xanadu’s exomuscle led to its recommissioning as the XANADU-CROWN, with enhanced tripartite containment shells designed by Alraun Research to keep emissions within safe levels.*  *Pilots aware of how well the Xanadu’s bombardment can obscure battlefield awareness -- obscuring everything else but their own frame behind torrents of radiation that max out all instrumentation and blind-spot monitoring -- often seek permission to retract the XANADU-CROWN’s shielding. The phantasmagoric visual distortions and magnificent colors pulsating around an exposed core are, to the right kind of pilot, their own reward.*  **Passive**: Your allies may expend their overwatch reaction to attack any enemy who misses you with an attack, dealing ½ damage, burn and heat on hit.  **Active (requires 1 Core Power): Crack CROWN Shell**  Quick Action  Create a burst 3 zone around your mech. All actors fully inside this zone are bombarded with exotic radiation, and treat all actors at least partially outside it as invisible. This effect persists when an enemy leaves the zone. A character entirely outside the zone can make an engineering save as a full action to dispel its effects. Additionally, friendly actors who make ranged or melee attacks from outside the zone deal +1d6 bonus energy damage on hit. If your mech ends its turn outside this zone, it deactivates. Otherwise, the zone lasts until the end of the scene. | | | | | |

### **Radwall Rosary**

*A Rosette electromagnetic net is a distributed weave, typically layered underneath a frame’s armor, designed as an alternative to magnetic retrieval rails. A “radwall rosary” consists of shaped exotic element cores stored on a high-strength Rosette necklace, wound around a frame’s brachial and dorsal plating. By activating internal nets to suspend and spin a necklace around itself, a Xanadu can turn a rosary into a revolving “electric fence” of high-intensity energies, ensuring near-total coverage against incoming materiel.*

2 SP, Shield, Heat 2 (Self)

You may activate this system as a quick action. Until the end of your next turn, whenever an enemy would move into or through your space, they must make an agility save or immediately take 1d6 energy damage and be knocked back 1 space from you. If they entered your space due to knockback or involuntary movement, they automatically fail the save, and you may choose the direction of the knockback and increase it by 1. While this system is active, you are immobilized. You may deactivate it as a free action. Characters can only be affected by this system once per round.

### **Halo Nexus**

*A halo nexus is a set of self-propelled counterfire satellite batteries arranged in a “wingspan coverage” pattern, directed by linked kinesthetic and proprioceptive secondary controls in the frame’s manipulators. Designed by Waites & Mailer Ltd. in cooperation with Pilgrim’s PR firms, halo nexuses provide all the visual appeal of hand-to-hand combat with none of the risk to artisanally designed and engraved (not to mention sensitive) equipment.*

Auxiliary Nexus

Smart

Range 3, Threat 3

1d3+1 kinetic damage

### **Flare Hammer**

*A flare hammer is a relatively simple reinforced shaft with a spherical head covered in shielded NERA layering, layering engraved alloy panels such that every impact detaches a number of panels and embeds them in the surface being struck. Most of said panels carry micro-scale payloads of select exotic elements, engineered to saturate a target’s exposed seams upon dispersal and overwhelm their internal diagnostic and visual sensors.*

Main Melee

Threat 2

1d6 kinetic damage

On a critical hit, your target must pass an engineering save or only have line of sight to adjacent squares until the end of their next turn.

### **Doppelganger Drone**

*With a holographic data construct performing unreal strikes and feints, a drone equipped with a sidereal-model martial enhancement can force enemies in CQC to operate both in reality and on the unreal plane of legionspace. Xanadu pilots often design their own sidereal models, adapting mythic archetypes -- heroes, angels, devils -- to the frame to suit their public (and self-)image.*

3 SP, Drone (Size ½, 10 HP, evasion / e-defense 10), Unique

As a quick action, you may assign this drone to yourself or an ally within sensor range. Once assigned, it shares their space and moves with them, projecting a legionspace phantom that shadows that character’s movements. That character gains resistance to damage, heat and burn from weapons with the smart tag, but the drone takes 50% of that damage before armor and reduction. Additionally, the character with the drone assigned to it may add the smart tag to any melee attack it makes. This drone can be targeted and destroyed independently.

### **Disruptor**

*Weaponizing the side effects of XANADU-CROWN research, the Disruptor uses a contact bridge to direct and focus a stream of exotic particles that induce an almost cancerous internal decay in common military metamaterials. Lossy particle containment during this process -- usually exacerbated by ruptures in the contact bridge’s relatively fragile shielding -- means the frame mounting the bridge is inevitably afflicted itself. Xanadu pilots typically use the Disruptor as a weapon of last resort, exposing ruptures in their shielding to close-combat attackers and leaving both frames blackened and shedding flakes of metallic ash.*

3 SP, Unique, Limited (3)

When you are hit with a melee attack by an adjacent enemy, as a reaction, you may spend a charge to force them to make a hull save. On a failure, they are shredded and immobilized until you next break adjacency with them, and you are shredded for the same duration and cannot remove shredded by any means. On a successful save, they are not immobilized.

### **ALPH-class NHP**

*ALPH Prime served as an administrative/research assistant and experimental ethics expert at the now-defunct Sacred Waters Heavy Sanitation, where they were widely known for their enthusiasm about the BRIGADOON-CROWN project. After Sacred Waters’s funding was revoked, disgruntled personnel refused to comply with Pilgrim when it sent officials to confiscate ALPH’s casket. When said officials discovered that Sacred Waters had intentionally allowed ALPH to cascade for the sake of developing high-yield exotic ordnance, the situation was relegated to local Union Auxiliaries, many of whom were lost in a series of exchanges with Sacred Waters’s compound.*

*Recovered and cycled, ALPH aided in finalizing the development of the XANADU-CROWN’s cooling systems, and displayed enough expertise in reactor engineering and investment in the Concern’s mission that they were designated as the primary pilot for the Xanadu at tech exhibitions. Clones of ALPH have been characterized as hypersocial, glib, and focused on image, with an undercurrent of profound (if wounded) idealism.*

3 SP, Unique

AI

Your mech gains the AI property and the ALPH protocol.

*ALPH Protocol*

*Protocol*

4 Heat (self)

Until the beginning of your next turn, all friendly actors within range 10 of you are coated with a sheath of controlled radiation, and may make attacks with the following weapon profile as if they had it mounted:

Sacred Torrent

Main Melee  
Heat 1 (Self), Overkill

Threat 3

1d6 energy damage

If a friendly actor has made an attack with this weapon against an enemy in this round, this weapon deals +1 burn to that enemy on hit. This stacks to a maximum of +3 burn.