



## **HORUS "Lich"**

鉄神ゾンビ

Time Manipulation

Unraveler, Unhinge Chronoflow, Didymus-class NHP

LANCER

The mech RPG

## HORUS LICH

CALIGULA: So what is it?

DOGFRIEND\_68: i wish i could fuking tell you, man, it just showed up on our omni. the whole thing in one ping. there's like a fucking thou ex or two thou exabytes in here, crashed buffer on refresh

CALIGULA: Gotta be a joke from Ash, she's trying to wavedown our rig again. Don't print it.

DOGFRIEND\_68: fuck no

DOGFRIEND\_68: do u think i have a death wish

CALIGULA: Yes.

CALIGULA: Well who's it from? Who's the author?

CALIGULA: Hello?

CALIGULA: ...

DOGFRIEND\_68: what the fuck

CALIGULA: Who?

DOGFRIEND\_68: us

CALIGULA: us what?

DOGFRIEND\_68: it's from us. we made it.

CALIGULA: Pretty sure I'd remember if I wrote a whole frame by myself.

DOGFRIEND\_68: yeah except thats our code man

DOGFRIEND\_68: also sysop is telling me we didn't actaully get anything inbound which means its just been here on the node somehow but thats impossible

DOGFRIEND\_68: it's dated 15005U.

DOGFRIEND\_68: ...

DOGFRIEND\_68: theres audio

- Transcript M.A2 (recovered) [UIB-TERMAGANT-TANGENT ROYAL]

### License:

I. Tear Firmament, Unraveler

II. **LICH Frame**, Rewrite, Unhinge Chronoflow

III. Stay of Execution, Didymos-class NHP

LICH					
HP: 4	Evasion: 8		Speed: 5	Heat Cap: 3	Sensors: 15
Armor: 0	E-Defense: 12		Size: 1	Repair Cap: 5	Tech Attack: +1 Save Target: 11
TRAITS:					

**Soul Vessel:** At the start of the Lich's turn, set down a marker at it's current location (any marker created this way replaces previous markers). Once per round, as a reaction to being hit by an attack, failing a saving throw or check, or taking damage or heat from any source (even self), the Lich can immediately become completely immune to all the damage, heat, or conditions from that effect. It then resets its position to the marker or as close as possible, counting as teleporting.

The Lich can also take this reaction at the end of any turn, including its own, but if taken this way it merely resets its position. It can't take this reaction if jammed, stunned, grappled, or unable to take reactions from some other means.

**Immortal:** 1/scene, If the Lich is destroyed, in the round after it is destroyed, as a reaction to the end of any turn, it immediately returns to the location of its soul vessel, counting as teleporting, heals to full HP, clears all heat, and goes to 1 structure and stress (even if it had more remaining when it was destroyed). It may takes this reaction even though it's destroyed, and can only take this reaction once per scene. If its pilot is dead and died the same scene, they also return to life. If it chooses not to make this reaction in that round, it remains destroyed and the pilot remains dead.

**SYSTEM POINTS: 8**

**MOUNTS:**

Main/Aux

## CORE system

## Chronostutter

**Active (requires 1 core power) : Glitch time**

### Quick Action

Once this action is taken, for the rest of this scene, 1/round when any attack, effect, or action is made successfully against a character inside the lich's sensor range (deals damage, inflicts a condition, etc), the lich can instantly disrupt time, interrupting that action before it fully resolves. This doesn't take a reaction and can only be made against successful effects (such as when a character is hit by an attack, fails a saving throw, etc). It has the following effect:

The targeted character is pushed up to 3 spaces in a direction of the Lich's choice, even if it is normally immune to involuntary movement. Then the Lich places itself in one of the spaces that character originally occupied, no matter how far away it was, counting as teleporting (so it can't be made against flying characters, for example).

The Lich becomes the new target of that attack, effect, or action. All damage, conditions, or effects of the action now affect the Lich, and the action must be performed as if targeting the original character. For example, if the effect was to teleport a friendly character to a space, the Lich is teleported instead to that space. If the effect was to repair the a character, the Lich is repaired instead. If the effect was to deal damage and knockback, the Lich takes the damage, using the Lich's armor, resistance, etc, and is knocked back the same direction the original character would be. If the effect was a condition or status, the Lich takes that condition or status instead.

## Tear Firmament

[illegible]

— Speaker 1 (M.A2.SP1) [Audio, Length: 150:06][Dated 7658U, 35:50] (recovered: GZ Alhambra) [UIB-TERMAGANT-TANGENT ROYAL]

1 SP

Full Tech

Gain the following full tech action:

**Tear Firmament:** When you take this action, create a blast 2 zone within line of sight. While inside the zone, characters other than you cannot take reactions, and any character except you that starts its turn inside the zone must pass a systems save or take 2 heat and become slowed until the end of its next turn. The zone persists until this action is taken again or the scene ends.

### Unraveler

*“Dark. Wet. Drink deep, and descend. The water is warm and well. It is very busy here, though you cannot see it. The swimmers are curious. Open your mouth.”*

— Speaker 2 (M.A2.SP2) [Audio, length: 120:36][34% corruption][Dated 18593U, 01:50] [UIB-TERMAGANT-TANGENT ROYAL]

Main Launcher

Range 10

Reliable 2

2d6+1 energy damage

If the damage from this weapon does not destroy its target or cause it to take 1 structure damage, it instead deals only its reliable damage (2).

### Rewrite

*“I have never been here: I do not know where here is: It has not happened yet: Once, I was: I have never been here: You are all I see: How can you be all I see: Where am I: Where did I go: I have never been here...”*

— M.A2.SP1 [Audio loop, length 93:03][Dated 5008U, 16:50] (recovered: GZ Alhambra) [UIB-TERMAGANT-TANGENT ROYAL]

2 SP

Quick Tech

Choose a character in sensor range and line of sight. All conditions on that character other than stunned (slowed, impaired, jammed, lock on, shredded) immediately end and transfer to you. These conditions last until the end of your next turn.

### Unhinge Chronoflow

*“Dark. Wet. Drink deep, and descend. The water is warm and well. It is very busy here, though you cannot see it. The swimmers are curious. The flea always jumps from time to time. It will drink it all. It will drink it deep—“*

— M.A2.SP2 [Audio loop, diversion instance #1, timestamp 45:50] (recovered: GZ Alhambra) [UIB-TERMAGANT-TANGENT ROYAL]

2 SP

Quick Tech

Gain the following quick tech actions:

**Haste (quick action):** Choose a character in sensor range and line of sight. For the rest of this scene, or until the chosen character takes damage, 1/round on its turn it make take the boost action as a free action.

**Slow (quick action):** Choose a character in sensor range and line of sight. That character must pass a systems save or take 2 heat, become slowed, and become unable to take reactions. This effects ends if it takes any amount of damage. It can also end this effect by taking a quick action and successfully repeating this save.

### Stay of execution

*"I felt the bullet tear through me. I felt the bullet tear through me. I felt the pressure and it was my brother, his fist, my chest, and I was laying on my back and the sky was blue, and my mother hollered at him and the bullet had never hit me, and the Legionnaire who shot me had not yet pulled the trigger, and so I killed him. I drank deep and killed him."*

— Speaker 1 (M.A2.SP1) [Audio, Length: 150:06][Dated 5006U, 01:50] (recovered: GZ Alhambra) [UIB-TERMAGANT-TANGENT ROYAL]

2 SP, Unique

Quick Tech

Limited (2)

Choose either yours mech or a character in sensor range and line of sight. The chosen character is immune to all damage, conditions, and all other effects until the end of its next turn. At the end of its next turn, it is stunned until the end of its following turn. Nothing can prevent or remove this stun. An unwilling character can pass a systems save to avoid this effect.

### Didymos-class NHP

PREPARED BY: UIB-TERMAGANT

RECOVERED FOR: CC HOME OFFICE

CLEARANCE REQ: SOLEMN VIGIL (TANGENT ROYAL ADDENDUM)

*Didymos. It means twin in an old, old tongue. It might be a bit too cute but it's the name our cask spat out for us.*

*We observed Didymos Prime in action during the fall of Green Zone Alhambra, mounted in a chassis we initially classified as a HORUS Minotaur, one of three we ID'd operating among the Ungrateful cell in New Madrassa.*

*It was not that Minotaur.*

*Alhambra fell in three days. A spirited resistance, but they decided to cut their losses and pull back. Their new commander is a smart one. We moved in after, during the looting. Our local contact [NAME REDACTED] escorted us to the NM commanders, introduced us to them, and secured an audience with the pilot of the chassis.*

*I'm sure you've reviewed the records of the debrief we recorded. We don't know how it arrived in New Madrassa; the Ungratefals say they received the initial code burst from their contact in the Voladores. The Voladores say they never gave them anything, and called it la pulga, "The Flea" — we have designated it LITCH. Didymos is the active animus — what serves as its pilot.*

*We do not recommend giving this one a long leash.*

3 SP, AI, Unique

Your mech gains the AI property and the following quick tech action.

### **Time split**

Quick Tech, Limited (3)

Choose either your mech or another character in sensor range and line of sight. A hostile or unwilling character can pass a systems save to avoid this effect. The original character disappears, and you create a chronological split in their timeline, replacing them with two fields of mutating paradox energy that must be placed as close to its original position as possible. Each field is a new entity the same size as the targeted character that looks like a hole in space shaped roughly like the original character (don't look at it too long though). It counts as a character and has 10 HP, 5 heat, 5 speed, 5 evasion, and 5 e-defense, is controlled by the original player, and both act on their turn, starting with their next activation. It can't take reactions, and the only actions of any kind it can take on its turn is a regular move and a boost action. It provides obstruction and grants hard cover.

If a field overheats or is reduced to 0 HP, it immediately disappears. The controlling player can also cause a field to disappear as a reaction to the end of any character's turn.

If one field disappears, the other immediately transforms into the original character, placing them back on the battlefield in the field's space. If both fields disappear at the same time (due to reaction fire, etc), the field's controller decides which field disappears first.