

CALLSIGN

**SUZU**

Suzu, LL 6

Celebrity

HP

/9

ARMOR

0

E-DEF

10

EVASION

10

SPEED

4

GRIT

+3

HULL

4

AGI

0

SYS

2

ENG

2

## SKILL TRIGGERS

+4 Charm

+4 Hack or Fix

+4 Show Off

+4 Threaten

+4 Word on the Street

## LICENSES

HA Barbarossa III

HA Iskander III

## TALENTS

**TECHNOPHILE**

You have developed a custom NHP. This NHP can speak to you and has a personality, but they are less advanced than most NHPs and are incapable of independent thought, relying on you for direction. When acting alone, they will follow the last direction given and defend themselves as needed; however, they have limited initiative and don't benefit from your talents.

You may choose for your mech to gain the **Servant-Class NHP System**



Your custom NHP has developed further, and is now capable of independent thought. It can make complex decisions and judgments and act independently, without instruction. Replace your mech's Servant-Class NHP with the **Student-Class NHP**. Gain the following benefits:



- AIs installed in your mech cannot enter cascade unless you choose to let them go.
- So long as your custom NHP vouches for you, NHPs that are cascading or unshackled no longer view you with indifference. You are significant to them in a way few others are.
- Replace your mech's Student-Class NHP with the **Enlightenment-Class NHP**

**SIEGE SPECIALIST**

If you have a Cannon, as a quick action, you can fire a jackhammer round from an underslung launcher, automatically dealing 10 AP Kinetic damage to a Size 1 section of any object within Range (e.g., cover, deployable equipment, buildings, or terrain). Any characters adjacent to your target are knocked back from it by 2 spaces and take 2 Kinetic damage.



1/round, before rolling an attack with a Cannon, all characters adjacent to you must succeed on a Hull save or be knocked back by 1 space and knocked Prone. You are then pushed 1 space in any direction.



1/round, when you perform a critical hit on a character or object with a Cannon, you may choose to cause an explosion of secondary munitions, causing a Burst 2 explosion around your target. Characters within the affected area must either drop Prone as a reaction, or take 2 Explosive damage and be knocked back by 2 spaces from the center of the attack.

**STORMBRINGER**

1/round, when you successfully attack with a Launcher and consume Lock On, you may also knock your target Prone.

You have customized your mech with auxiliary concussive missile systems. 1/round, when you hit a character or object with a Launcher, you can choose one of the following effects:



- **Lightning:** You fire a concentrated blast of missiles at that character. They must succeed on a Hull save or be knocked away from you by 3 spaces; the force of firing then knocks you back by 3 spaces, away from the direction of fire.
- **Thunder:** You fire a spray of missiles at a Burst 2 area around that target. Characters in the area must succeed on an Agility save or be knocked back by 1 space, away from the target. The primary target is unaffected.

Gain a Torrent Die, 1d6 starting at 6. Whenever you use Stormbending, lower the value of the Torrent Die by 1, to a minimum of 1.



When the Torrent Die reaches 1, you may reset it to 6 and make a Massive Attack as a full action.

The value of your Torrent Die persists between scenes, but it resets when you rest or perform a Full Repair.

## CORE BONUSES

**INTEGRATED AMMO FEEDS**

All Limited systems and weapons gain an additional two charges.

**INTEGRATED WEAPON**

Your mech gains a new integrated mount with capacity for one Auxiliary weapon. This weapon can be fired 1/round as a free action when you fire any other weapon on your mech. It can't be modified.

## PILOT LOADOUT



# BURN KILL MAIM DESTROY

HULL **4** AGI **0** SYS **2** ENG **2** **SIZE 3**

STRUCTURE **+** /4 HP **21** ARMOR **2**

OVERCHARGE  
 +1 +1d3 +1d6 +1d6+4

CORE POWER **1** /1 REPAIR CAPACITY **6** /6

STRESS **0** /4 HEAT **0** /10

ATK **+3** TECH ATK **+0** SAVE **13** SPEED **2** E-DEF **8** EVASION **6** SENSORS **10** LTD SYS **+3**

FRAME TRAITS

**HEAVY FRAME**  
 The Barbarossa can't be pushed, pulled, knocked Prone, or knocked back by smaller characters.

**PRESSURE PLATING**  
 The Barbarossa has resistance to Explosive Damage.

**COLOSSUS**  
 Adjacent allied characters can use the Barbarossa for hard cover.

**SLOW**  
 The Barbarossa receives +1 difficulty on Agility checks and saves.

CORE SYSTEM

**APOCALYPSE RAIL**

When activated, you start charging the Barbarossa's Apocalypse Rail, an incredibly powerful ship-to-ship long-spool weapon system that requires target calibration. Gain an Apocalypse Die, 1d6 starting at 4. At the start of each of your turns, lower the value of the Apocalypse Die by 1, to a minimum of 1. If you move (even involuntarily) or become Stunned or Jammed, the Apocalypse Die resets to 4 and then continues to count down as usual. If the value of the Apocalypse Die is 1-3, you can attack on your turn with the Apocalypse Rail as a full action, but can't move or take any other actions on the same turn. After an attack with the Apocalypse Rail, the Apocalypse Die resets to 4. If you reach the end of the scene without using it, you regain 1 CP. At the end of the scene, lose the Apocalypse Die, and the Apocalypse Rail stops charging.

**PRIMARY** //LOADOUT

**INTEGRATED WEAPON**  
 Stub Cannon HA AUXILIARY CANNON

Range 5 |3 Explosive Damage

**Limited 9** **Knockback 1**

**MAIN MOUNT**

MOUNT LOCKED

// SUPERHEAVY WEAPON BRACING //

**MAIN MOUNT**  
 Rocket-Propelled Grenade GMS MAIN LAUNCHER

Range 10 Blast 2 |1d6+1 Explosive Damage

**Loading** **Ordnance**

**HEAVY MOUNT**  
 Siege Cannon HA SUPERHEAVY CANNON

Range 30 Blast 2 |3d6 Explosive Damage

Range 20 |3d6 Explosive Damage

**Arcing** **Ordnance** **Knockback 2** **Heat 2 (Self)**

**INTEGRATED MOUNT**  
 Apocalypse Rail SHIP-CLASS SPOOL WEAPON

N/A |N/A

Range 20 Blast 2 |2d6 Explosive Damage

Range 25 Blast 2 |3d6 Explosive Damage

Range 30 Blast 2 |4d6 Explosive Damage

# SYSTEMS

## Flak Launcher HA SYSTEM

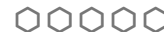
### Activate Flak Launcher (Quick)

#### EFFECT

Choose a flying character within range 15 and line of sight. They must succeed on an Agility save or immediately land (this counts as falling without any damage), and additionally become Slowed and can't fly until the end of their next turn.

Quick Action

## Grounding Charges HA DEPLOYABLE



### Gravity Grenade (Quick)

#### EFFECT

Throw a Gravity Grenade within Range 5. Your target must succeed on an Agility save or be Slowed until they make no voluntary movements for a full turn on their own turn.

### Deploy Grounding Mine (Quick)

#### Grounding Mine

This mine must be detonated remotely as a quick action, affecting a single character within range 5 of the mine: they must succeed on a Hull save or be pulled as far as possible toward the mine and knocked Prone. Flying characters that fail the save are affected the same way, except they are also forced to land (this counts as falling but without damage).

### Detonate Grounding Mine (Quick)

#### EFFECT

Detonating the Grounding Mine affects a single character within range 5 of the mine: they must succeed on a Hull save or be pulled as far as possible toward the mine and knocked Prone. Flying characters that fail the save are affected the same way, except they are also forced to land (this counts as falling but without damage).

Limited 5

Unique

Grenade

Mine

Quick Action

## Repulser Field HA SYSTEM

### Activate Repulser Field (Quick)

#### EFFECT

This system emits a burst 2 pulse around you. Characters within the affected area must succeed on a Hull save or be knocked 2 spaces directly away from you; then, all Mines within the affected area detonate simultaneously.

You count as having Immunity to any damage or effects immediately forced by mines detonated using this system, although persistent effects still affect you.

Unique

Heat 1 (Self)

Quick Action

## External Ammo Feed HA SYSTEM

### Activate External Ammo Feed (Quick)

#### EFFECT

1/round, you can activate this system to reload a Loading weapon.

Unique

Heat 1d3+1 (Self)

Quick Action

## Siege Stabilizers HA SYSTEM

### Activate Siege Stabilizers (Quick)

#### EFFECT

Your mech's stabilizers extend (or retract). While they are extended, your ranged attacks gain +5 range, but you become Immobilized, can't make melee attacks, and can't make ranged attacks against or centered on characters, objects, or spaces within range 5.

Unique

Quick Action