

ENGEL

By default, your Engel is a 12m tall armored bipedal warmachine with the heart of a beast that can keep going for a few hours before you take it back at bay (mech medium savage 1-armor).

Choose a name : Moloch, Seraph, Tarnish, Cherub, Aral, Auphan, Chashmal, Hamshall, Ish, Shinan.

Choose 2:



- your Engel is 25m tall. Size: large instead of medium.
- your Engel is 50m tall. Size : behemoth instead of large.
- your weapon systems are top notch. Choose 1 more weapon system
- your Engel is heavily armored. +1armor.
- your Engel is tame. Drop savage.
- your Engel has good autonomy and operational range. It can get going for a few days instead of a few hours without shutting down. Get +mobile.

Choose 3 weapon systems:

- charge beam (3-harm close loud)
- laser canon (2-harm close/far loud)
- missile pod (3-harm far area reload messy)
- flamethrower (4-harm hand area messy)
- hyperedge spur, fangs, claws or blades (3-harm hand)
- tail, tongue or tentacles (3-harm hand area)

And choose 1:

- your Engel is old, used and require maintenance. Vulnerable: breakdown.
- your Engel is lacking A-pods and thus can't fly. Vulnerable: grounded.
- your Engel is slowly developing agency. +unruly
- your Engel is a prime target for the enemy. Vulnerable: reprisals.

ENGEL	
Name _____	Weapons _____
Tags _____	
 HARM	SIZE
	 ARMOR

BUDGET

The NEG wages cover each month's living expenses if your tastes aren't too grand, even if you're off duty. When you're on duty, you get a bonus worth 1-budget for each successful mission you and your Engel have been assigned.

As a one time expenditure, 1-budget covers the price of : one heavy hospital bill, any weapon, gear or fashion not valuable or high-tech, reparation on an arcanotech device, bodyguard service for a week by a ronin, one year taxes to the government, maintenance on a high-tech vehicle, such as a mech or even an engel, bribes and fees and gifts sufficient to get you into anyone's presence.

For better stuff, you should make particular arrangements. You can't just go shopping around the archeology with a few thousand terranotes and expect to find arcanotech prototypes and luxe eternal.

THE FIFTH ENGEL

The Engel project is the new spearhead of the New Earth Government warmachine in the Aeon war against the Migo invasion force and the abominations from the other side. The project was disclosed a few years ago. These behemoth mechs are a dozen or so in operation, piloted by the NEG forces elite.

You know every single last of them, because you trained them. You are the last test pilot alive. All the others died in operation or went mad and offed themselves. Engels, you see, really are artificial abominations you interface your brain with and operate from within your pod, surgically implanted in the belly of the beast. That's something the NEG and the Ashcroft fundacion don't want the public eye to know.

You've been assigned to the protection of an archeology or to some military outpost. Of course everybody know your face.



ADDITIONAL RULES

VEHICLE SIZE

There are four size tags for vehicles:

- **Small:** the vehicle inflict +1harm upon a couple guys or a powersuit, normal harm upon a small vehicle or unit, -1harm against a medium vehicle or unit, -2harm against a large vehicle or unit, and -3harm against a behemoth vehicle or unit. Small mech are around 20 feet (6 meters) high.
- **Medium:** the vehicle inflict +2harm upon a couple guys or a powersuit, +1harm upon a small vehicle or unit, normal harm against a medium vehicle or unit, -1harm against a large vehicle or unit, and -2harm against a behemoth vehicle or unit. Medium mech are around 30 feet (10 meters) high.
- **Large:** the vehicle inflict +3harm upon a couple guys or a powersuit, +2harm upon a small vehicle or unit, +1harm against a medium vehicle or unit, normal harm against a large vehicle or unit, and -1harm against a behemoth vehicle or unit. Large mech are around 40 feet (15 meters) high.
- **Behemoth:** the vehicle inflict +4harm upon a couple guys or a powersuit, +3harm upon a small vehicle or unit, +2harm against a medium vehicle or unit, +1harm against a large vehicle or unit, and normal harm against a behemoth vehicle or unit. Behemoth mech are around 60 feet (20 meters) high.

ENGEL DAMAGE

When your engel suffers:

- **1-harm:** cosmetic damage. 0-harm can biofeedback through to pilot.
- **2-harm:** functional damage. 1-harm can biofeedback through to pilot.
- **3-harm:** serious damage. 2-harm can biofeedback through to pilot.
- **4-harm:** systems failure. 3-harm can biofeedback through to pilot.
- **5-harm:** out of action. 4-harm can biofeedback through to pilot. The engel stops moving and you have to eject.
- **6-harm and more:** total destruction. Full harm can biofeedback through to pilot, plus the pilot's life pod ejects while the engel dies. If the engel's still before 12:00, a healer can remotely revive the engel through the nanomedic system implanted in the engel's body.



THE FIFTH ENGEL

CREATING A FIFTH ENGEL

To create a fifth Engel, choose name, look, stats, moves, Engel and gear.

NAME

Maverick, Starbuck, Rogue, Hotshot, Spearhead, Falcon, The Red Baron, .

STATS

Choose one set:

- Cool=0 Hard-1 Hot+1 Sharp+2 Other=0
- Cool+1 Hard=0 Hot=0 Sharp+2 Other-1
- Cool=0 Hard+1 Hot-1 Sharp+2 Other-1
- Cool+1 Hard-2 Hot=0 Sharp+2 Other+1

MOVES

You get all the basic moves. You get both **Engel synthesis interface**, **Poster child of the Aeon war**, **Red tape** and two more fifth Engel moves.

Hx

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' name.

Go around again for Hx. On your turn, choose 1 or both:

- One of them has been with you for days on the battlefield. Tell that player Hx+2.
- One of them once got you out of some serious shit. Tell that player Hx+2.

Tell everyone else Hx+1. Everybody knows a bit about who you are and where you've been.

On the others' turns:

- You aren't naturally inclined to get too close to too many people. Whatever number they tell you, give it -1 and write it next to their character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which stat is most interesting, and highlight it. The MC will have you highlight a second stat too.

LOOK

Human, Nazzadi, Xenomix or White.

Man, woman, ambiguous, or trans-gressing.

Vintage wear, casual wear, NEG forces uniform, leather wear, or showy wear.

Handsome face, gorgeous face, stern face, fine-boned face, worn face, or crooked face.

Cool eyes, hooded eyes, hard eyes, sad eyes, cold eyes, or pale eyes.

Slim body, pudgy body, stocky body, solid body, tall body, or strong body.

GEAR

In addition to your Engel, you get:

- standard issue CS-40 Defender medium pistol (2-harm close loud)
- savings worth 2-budget
- fashion suitable to your look (you detail)
- 1 recreational vehicle (see below)

Recreational vehicles

- fast motorcycle (0-armor)
- flashy convertible (1-armor)
- bulletproof humvee (2-armor small)
- A-pod car (1-armor)
- recreational small mech (small 1-armor)

IMPROVEMENT

Whenever you roll a highlighted stat and whenever you reset your Hx with someone, mark an experience hex. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off, you can't choose it again.

NAME

DESCRIPTION

COOL

HIGHLIGHT

Act under fire

HARD

HIGHLIGHT

Take by force • Go aggro

HOT

HIGHLIGHT

Seduce or manipulate

SHARP

HIGHLIGHT

Read sitch • Read person

OTHER

HIGHLIGHT

Open to the other side

Hx

Help or interfere • Session end

FIFTH ENGEL SPECIAL

If you and another character have sex, roll+cool. On a 10+, it's cool, no big deal. On a 7-9, give them +1 to their Hx with you on their sheet, but give yourself -1 to your Hx with them on yours. On a miss, you gotta go: take -1 ongoing, until you prove that it's not like they own you or nothing.

IMPROVEMENT

Experience: IMPROVE

- Get +1 cool (max. +2)
- Get +1 hard (max. +2)
- Get +1 hot (max. +2)
- Get +1 other (max. +2)
- Get a new fifth Engel move
- Get a new fifth Engel move
- Get a unit (detail) and **Authority**
- Get a hangar (laboratory, detail) and crew
- Get a move from another playbook
- Get a move from another playbook

- Get +1 to any stat (max. stat+3)
- Retire your character (to safety)
- Create a 2nd character for you to play
- Change your character to a new type
- Choose 3 basic moves and advance them
- Advance the other 4 basic moves



BROKEN -1sharp
DISFIGURED -1hot
SHATTERED -1cool
CRIPPLED -1hard



OBSESSED -1sharp
DELUDED -1hot
TERRIFIED -1cool
DETACHED -1hard

FIFTH ENGEL MOVES

◆ **ENGEL SYNTHESIS INTERFACE:** as long as you're communing with your engel in your control pod, you get +2 when you :

- Act under fire
- Take something by force
- Go aggro on someone or something
- Interfere with someone

On a miss, though, you lose control of your Engel. the Keeper will make a hard move using the Engel tags as a cue (Savage is always a good idea). When people interfere with you when you're in the cockpit, they get +1.

◆ **POSTER CHILD OF THE AEON WAR:** you get +1 when trying to manipulate or seduce someone.

◆ **RED TAPE:** when you must convince your chain of command that an Engel intervention is required, roll +hot. On a hit, they agree and deploy the beast. On 10+, everybody agrees that it's a good idea. On 7-9, someone or something will get back at you for this later. On a miss, they judge your argument lacking and will get back to you if new intel comes to them.

◇ **READY FOR BATTLE:** when you do something under fire, roll +sharp instead of roll +cool.

◇ **GESTALT LINK:** when open yourself to the other side, roll +sharp instead of roll +other.

◇ **DAREDEVIL:** when you go straight into danger without hedging your bets, you get +1armor. If you happen to be leading a unit or a convoy, it gets +1armor too.

◇ **STUNT DRIVER:** you get two more recreational vehicles (see gear). when you're behind the wheel, you get the same as if it was an engel and you had **engel synthesis interface**.

◇ **AMAZING SYNTHESIS RATE:** you can interface with another Engel than your own, either some prototype designed by an arcanotech or a replacement unit in case of you lose your current one on the battlefield. Without this move, if you ever let your Engel die, you can't synch with a new one.

OTHER MOVES

HOLD+GEAR

BUDGET