

MAHARLIKA

Isang Filipino Agham-Pantasya RPG



MAHARLIKA

WHAT IS MAHARLIKA?

MAHARLIKA is a technomystic, Filipino Mythology inspired Science Fantasy centered around Mekanized Weapons or Meka, and their pilots: the eponymous Maharlika. You will play as these titular spirit-warriors, mavericks, aces, and knights that all swear loyalty to a Datu, one of the CEOs of the Megacorporations, so that you can protect the technospiritual galaxy of Arkipelago. Sometimes, you're the archetypical noble Maharlika, sworn follower of your Datu and kneeling before their feet. Other times, you're just an exceptionally skilled person trying to make ends meet, and 'loyalty' is just another word for "whatever makes the most money." You are a free person, after all. As Maharlika, you venture out into space where you will take on missions, trade, and find more work through fiestas to survive, thrive, and protect what is yours in the dangerous Starsea.

What is a Tabletop RPG? It is a game that is played on top of a 'table', like Monopoly for instance, but more in-depth. You will play as a character within the game's world, and one of you will be the **ARBITER**. They will be the one tasked with bringing life to the galaxy you and the other Maharlika will play in, and act as the characters you will meet and, perhaps, fight throughout your adventures.

PLAYERS will play as **MAHARLIKA**. They will be tasked with creating their own characters and their actions within the world. They are the MC, or Main Character of the story.

You will only need some pencils, paper, a grid (square or hex. Can be found in hobby stores. If not present, you may use math paper.), tokens or miniatures to represent your characters and opponents on the grid (use anything that can fit in the space) and around 3 twenty-sided dice, 3 ten-sided dice, and then 1 twelve-sided dice, 1 six-sided dice, and 1 four-sided dice (these can also be found in hobby stores). The different types of dice are from here on abbreviated as d(number of sides) (eg. d20 for twenty-sided dice).

To find a printable character sheet for your character, visit: <https://tadhana.itch.io/maharlika-revised-beta-english-version>

Venture into the stars, they said.

And so, we did. Going past the skies, to where the stars are, and with our salimbals we sailed towards the unknown. There we were able to create the nations upon which the entire galaxy of Arkipelago was born. It was from here that the corporations stood, numbering as many as the stars themselves. It was here that the First and Second Lakanates flourished, bringing about prosperous times.

When the First Lakanate ended, we were invaded by the Banyaga, travelers from another dimension, who looked, eerily, just like us. They gave us the knowledge to use the Diwa, to create advanced technology, to establish the Lambat, the internet of things through the Diwa, and even the wisdom to

defeat death itself. By the end of the First Lakanate, we were a different humanity. Truly, the Humanity of the Second Lakanate was vastly different from the Humanity of the First.

During the Golden Age, the first of the Mekanized Weapons were already being produced. They were intended to be the Frontier's explorers; adventurers in search of resources beyond the galactic borders. The first beings they encountered were the first kind of Xenobeings, who at first were benevolent. Soon, trade with these beings, and the rise of the corporation **BAKUNAWA ARMASAN** resulted in the hastened production of Meka using new materials.

Then the Maligno arrived, the second Xenobeings. Horrible, monstrous behemoths, they were. Giants, made from matter so black, it was as if they were crafted from the shadows themselves. Mountains bowed at every step, cities cowered with every raise of a hand. We used the Mekas to fight the invading army. We were able to fend them off, with great losses. We know they will come again. Even now, there are planets in the Shore still being ravaged by Malignos that survived.

This was the **Golden Age**. However, all things must come to an end.

During the latter part of the Golden Age, wars between the corporations erupted in what was known as the First Corporation War. The war waged until only a few remained and innumerable planets within the Arkipelago were devastated. By the end of the war, many new baluti, Meka, and technologies had been developed, in exchange for billions of lives.

And now, with the rise of the four mandalas of the four Great Corporations, tensions are beginning once again.

Furthermore, the Lakan, the head of the Lakanate, has vanished. The Government of the Arkipelago, to whom the Corporations give tribute to, has no leader. The Atubang of the Lakan, or his Attendants, are doing a haphazard job.

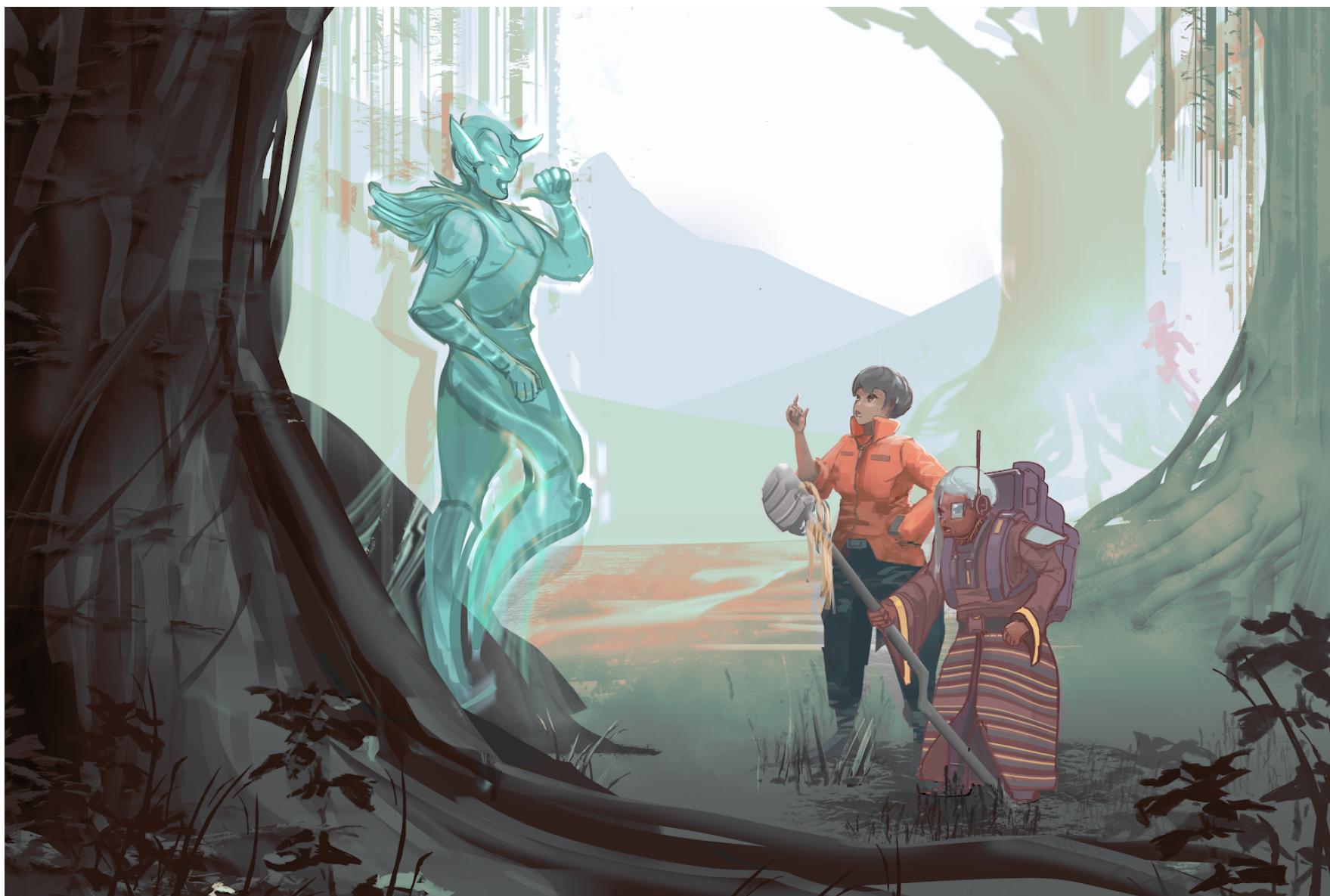
In spite of all this, the Government still works. They still commission the production of Spiritweb Conduits. Far Operations Groups (FOGs) are sent out to patrol Arkipelago's borders. Diwanite flows. The Lakanate still serves its function. It's why we're here, fighting moot and senseless wars without reason, all to protect it.

We need warriors, protectors, healers, scientists, valiants, those bigger than life. We need you. We need a Maharlika. Pilot of the majestic Meka.

It's not safe to go solo, my friend, but worry not: you won't sail alone. Exceed the Horizon, and Long Live the Lakanate.

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HOW TO PLAY

First, you should know how one plays a Tabletop RPG. In MAHARLIKA, when 3-6 of your friends gather around a table to play, you are having a Session. A Session usually lasts for 3 - 6 hours.

One of the players will be an **Arbiter**. An Arbiter describes a violent galaxy wherein the Maharlika live within. That's it. You do not tell a story (or rather, you do not tell your *own* story): that should come naturally from your playing. Your primary responsibility is to create fair obstacles (like enemies) to your Maharlika's wants, using the Maharlika's relationships, and showcasing a violent galaxy. You are an impartial Arbiter, not a storyteller.

The rest of you are the **Players**. The players play the role of the Maharlika, the titular warriors and aces of the galaxy. The responsibility of the player is to not be a jerk at the table, and to act and roleplay as your Maharlika.

MAHARLIKA is split into two systems: one that is narrative and one that is tactical. Usually the tactical part is only used while riding a Meka and conducting combat. The narrative mechanics are

used almost everywhere else. **Always remember that in the narrative systems, the player always rolls. The Arbiter simply describes consequences and reactions to whatever action the Maharlika takes.**

An important rule of thumb to keep in mind is the “Specific beats General” rule. If there is a general rule for something, and then there is a specific rule for something, the specific rule takes precedence over the general one. (eg. If you only get 1 Reaction per round, but your Meka configuration gives you 2, then you have 2 Reactions).

THE TYPES OF ROLLS

There are two kinds of rolls within MAHARLIKA: **Maharlika rolls and Meka rolls.**

Maharlika rolls are narrative ones. **If you have something you wish to do that has a doubtful outcome, is dangerous, or may have consequences**, roll 1d10 and add any Maharlika Trait that may be connected to whatever you’re trying to do. If there are more than one Traits that may be connected, choose the one with the higher bonus.

If the result is a **10**, it’s a success. If it’s **6-9**, that’s a partial success. You do what you set out to do but you still suffer consequences. If **1-5**, that’s a Failure. You don’t get what you want and you suffer consequences.

Arbiters, if you think what they’re trying to do is difficult, you may add +1 Malas if it’s hard, +2 if it’s really hard, and +3 if it’s almost impossible. On the flip side, if the action seems easy, don’t even make them roll. Let it succeed!

Meka rolls are used once you enter Meka Violence. Meka Skills are the ones added to the rolls here, explained on page XX. Meka rolls use 1d20, because the scale is larger and the action is usually more chaotic.

If you roll, you usually only add the bonus, but there might be other things that give you an advantage or hold you back. These are represented through **Suwerte** (which means “good luck” or “fortune” in Filipino) and **Malas** (which means “misfortune” in Filipino). If you have Suwerte or Malas, you add +1d10 (if Maharlika) or +1d20 (if Meka) for each point of Suwerte or Malas you have, and then take the highest (if Suwerte) or Lowest (if Malas) of the results. If you attack and have +1 Suwerte, that means you roll 2d20 and take the higher number.

The limit to Suwerte and Malas is +3! They also cancel each other out, 1-for-1. So someone with +2 Suwerte and -1 Malas ends up with a net 1 Suwerte.

TERMINOLOGY AND UNFAMILIAR WORDS

Player: The players of the Maharlika.

Arbiter: The one running the game, controlling the Non-Playable Characters, and the one describing the dangerous and fantastical galaxy.

Meka: “Mekanized Weapon”. Piloted by the Maharlika.

Maharlika: The player characters. They are saviors, keepers of peace, and slayer of Humanity’s enemies.

Allies: Your comrades in the field.

Drone: Machines and beings controlled by something.

Reach: Tells you how far your attack can go.

WATCH: The reach of where your Watchstrike can hit.

Damage: The effect of damage and debilitation to an opponent. The two types of damage are Material and Energy.

Fraying: The destruction and splitting of the Kalagyo of the Maharlika from the systems of the Meka. The damage dealt by this is applied to your Reserve Gahum (RG). If a Meka is hit with Fraying while they have no RG, the Fraying is converted to Pagsasapi points.

Diwa: The world beneath ours. Cannot be understood fully. Strange. Where the Diwata come from. Penetrates all of the galaxy. Foundation of reality.

Lambat: The internet of things, as well as a digital-spiritual realm as it is a digital realm atop the Diwa, using the Diwa's essence of being within all things to connect all things. The Lambat is a mystic place where instant communication is possible, as well as sharing of stories, updates, pictures, and all other kinds of information.

Balete: Towers made of Luzbel that are needed for the Lambat to reach an area. Basically, they become a "Node" that the Lambat latches onto to expand its range.

Diwata: The beings that live within the Diwa, made of Diwa and have power over nature. Their intelligence is transcendent, because they are all Diwa, but they can be chained using rituals so that their beings and power can be used on new technology and means of controlling systems, as if they were AI.

Diwanite: Small programmable machines made of Luzbel which can extract Gahum from Diwa. They can transmute the Gahum and turn it into any material. This is one of the most important new technologies made by New Humanity. This is also used as a currency by the archipelago.

Gahum: The foundation of reality, the energy of possibility. They can be found within beginnings and endings.

Salapi: Salapi is a Lambat-based currency. The Salapi are transmuted and digitized Diwanites that can be transferred through the Lambat.

Transmutation: The changing of one substance, essence, or being into another.

Archipelago: The galaxy system where the Maharlika live.

Salimbal: *A word that comes from the Ilianon Epic of Olaging and Ulahingan, from Mindanao, an island in the Philippines. It was the hero Agyu's mythical ship that could sail the sky and carry his whole tribe to the kingdom of Nalandangan where he was destined to rule.* This is now the word used to describe most of the vessels and crafts used to sail the Starsea.

Mangkono: *Philippine Ironwood, said to be so tough that cutting it takes three to four days. It is threatened by habitat loss.* Mangkono is usually used in conjunction with Luzbel for the chassis and joints of the Meka, since they are natural and thus easily manipulable by the Diwata.

Balete: *Strangler figs. So called since they "strangle" an already living tree instead of growing normally, since it grows its roots from the top of trees downward. In the Philippines, it is believed that spirits live here.* In MAHARLIKA, the Balete are also the names used for the towers used to connect to the Lambat, the Spiritweb of things.

Baluti: *Armor in Bisaya.* Baluti is the frame of every Meka, as well as the one that defines its primary Gahum System.

Xenobeings: The general word used for aliens and non-human people. Currently the most well known Xenobeings are the Maligno, huge shadowy creatures from past the Horizon, and the Tsang-Kko, draconic, gravity-defying folk that are horribly good with resource management and conquest.

Panday: *Smith in Filipino.* A Panday usually focuses on one skill. Blacksmiths are called Panday ng Bakal, Artists are called Panday ng Sining. Mekasmiths are called Panday ng Meka. “Panday ng [what they craft]” is the proper term for them.

THE PHASES OF PLAY

To play Maharlika, one must know that it is cut into three phases: the **Mission, Trade, and Fiesta** Phases.

MISSION PHASE

The primary work of the Maharlika is the **Mission**. Combat, reconnaissance, and talking with other people to accomplish an objective. To accomplish a mission, you must complete its objectives. Usually missions only have one objective, but more difficult ones might have 2 or 3. Usually the Arbiter defines these.

Missions usually vary in length. Sometimes you can finish up to two missions within a single session, other times you might finish a single mission in 5 sessions. It is up to the skill of the Maharlika and the Arbiter to find out how long a mission actually takes. Don't worry about finishing 1 Mission per Session.

Do the following in order:

Preparation

Before joining a Mission, you must go through **Preparation and Briefing**. While preparing, you may choose one (1) from the following Trade Activities (you cannot choose one that you already chose in the Trade Phase): ***Buy a new AGIMAT, Buy new Equipment, Ask for a Benefit, Buy an Asset.***

Briefing

This is when all the members of the Mission meet up. This can be an In-Character scene with the Maharlika and the mission giver (usually a Maginoo) around a table, on the bridge of a salimbal, or even through Lambat comms or an instant messaging chat group. This can also just be an Out of Character briefing with the Arbiter giving the details of the mission and its objectives.

The Arbiter **must clearly lay out the objective of the mission. If there is more than one, they must say it.** Any questions may be asked here as well, but those are not confined to the briefing phase.

For ideas on mission objectives and more, head to Page (XX) (for the Beta, it is in the last portion) for a Mission Generator.

Once everything is done, you may roll out.

Launch

A Maharlika that has Launched is on a mission and has some rights and responsibilities according to the Lakanate's Starsea protocol, namely:

- A Maharlika cannot harm innocents.
- A Maharlika's mission must come first. While other problems may be solved, all must know that a Maharlika that has Launched is beholden to completing their mission.
- A Maharlika attacked by friendlies (usually those under Megacorp mandalas or the Lakanate) has permission to report the attack and defend themselves.

Of course, not all of this is followed. The Galaxy is vast, after all.

The Launch Phase lasts until all objectives are finished.

End of Mission

“Mission complete. Mission accomplishment recognized. Beginning return sequence.”

A Mission, whether its objectives be failed or succeeded, is a finished Mission.

After a Mission, if you achieved the Mission's Objectives, your Sikat to the Megacorp you worked for rises by 1, and your Utang to that Megacorp goes down by 1. If you achieve a mission's objectives but cause unnecessary casualties or act counter to the Megacorp's wishes (and they find out), your Sikat might not rise.

TRADE PHASE

Secondly, after the mission, you'll surely need to stock up and replenish expended resources. The **Trade Phase** is where you can buy new AGIMAT for your Meka, new equipment for yourself (in exchange for Utang), as well as a number of other things to recover strength. You will need a printer to print new equipment and AGIMAT, and an Altar-Factory to manufacture a new baluti.

You may choose to perform Maintenance if you are in a place that can give Maintenance (like a Forge, if there's a Printer, or Hangars.)

Maintenance

If you perform Maintenance, all your systems are repaired: restore all your ST and RG, and all the AGIMAT that have [COOL DOWN] may be used again. You also recover the use of an expended Gahum System and refill all AGIMAT that have [LIMITED X]. While in Maintenance, you may also change your loadout, and even your Baluti if you are within an Altar-Factory.

After Maintenance, during the Trade Phase, **choose any 2 from the following Trade Activities, but note that you cannot do one Activity more than once. (if your rest is long, the Arbiter may give you 3 or even 4 Trade or Fiesta Activities):**

Add to a Meka Skill

After a mission, it is only reasonable that your skills in piloting a Meka have gotten better. When choosing this, you may add +2 to one Meka Skill or +1 to two Meka Skills.

Buy a New AGIMAT

You may buy a new AGIMAT, in exchange for Utang. Add +1 if you're buying from the Lakanate, add +2 Utang if you're buying from your Corporation, and +3 if you're buying from another Corporation.

Buy New Equipment

You may buy one new piece of equipment for your Maharlika, in exchange for Utang. All new pieces of Maharlika equipment adds +1 Utang to the Corporation you bought it from or your own Corporation if it doesn't come from any Corporation.

Expand Slots

After 3 Missions, you may add +1 to one AGIMAT slot of your choice.

Consort with a Katalonan

You may only use this in a place that has a Katalonan, usually settlements or cities. You may request to: Undergo a Chaining Ritual or to Seek Help from the Umalagad.

If you ask for a Chaining, roll 1d10 without modifications. On a success, all your Pagsasapi Points are removed. On a partial success, lose half of your Pagsasapi Points. On a Failure, only 1 Pagsasapi Point is removed.

If you ask to Seek Help from the Umalagad, you must say specifically what action you wish the ancestor spirits would help you with: (eg. When I leap from a rooftop, when I strike with my blade, when I strive for the completion of my project). Roll a 1d10 without modifications. On a success, you get +1 Suwerte to that action until the next Trade Activity. On a partial success, you still get Suwerte, but the Umalagad want something in return: either 1 Utang or one piece of Equipment. On a failure, you get no Suwerte and the Umalagad still want something from you.

Forward My Brotherhood

Two Maharlika bond over a relationship that they have. It's the most human thing they can do, to help them not lose their touch with their innate humanity, despite having a Kalagyo in their soul. Share a drink, watch a movie, play a video game, do anything together.

If you and another player choose to forward your Brotherhood, play it out according to the context. The two of you advance whatever context of your Brotherhood is. Usually this involves one of the following: making up, showcasing insecurities, learning something about each other, or asking and answering another question related to the Brotherhood's context. Roll in the middle of the scene to see how it goes, treated as if you Invoked your Brotherhood (so if you currently have a rating 2 Brotherhood, you have +2 Suwerte for that roll).

On a Partial Success, nothing really happens, but you do get +1 Suwerte to the next time you roll in a Forward My Brotherhood activity. On a success, your Brotherhood rating rises by 1, and you lose an additional 3 points of Pagsasapi, as you get in touch with your human side. On a failure, something went wrong. A misunderstanding perhaps, or a clash of values? Decide with your fellow player (you don't have to roleplay it if you don't want to), and your Brotherhood falls by one step. If it's already at 1, that Brotherhood is Broken, and you cannot fix it until you make another Forward My Brotherhood activity. You cannot invoke a Broken Brotherhood to gain Suwerte.

Always remember that Brotherhoods can evolve and **change their context**. If two characters have a Brotherhood with a context of hate or annoyance against one another, and their players want them to reconcile, they can change the Brotherhood's context, still raising the rating of the Brotherhood as normal. This can also change negatively, if both players want it to: for example, widening the distance between former lovers or strengthening a dislike for each other into hatred: anything that invokes more drama.

If you choose to establish a new Brotherhood with a player, the two of you must define this. Generally, this will answer a question, such as "I saved your life, what do you think of that?" or "You helped me get over my fear of heights, what do you think of it?" or something along those lines. When done, you automatically establish a +1 Brotherhood with that Maharlika, with no roll needed.

No matter the outcome of this Activity, you always lose at least 1 Pagsasapi Point, as you keep in touch with your humanity.

Influence Sikat

You can decide that you want to be... more famous. You need more Sikat. As a Trade Activity, you can say that you use your connections: perhaps the Lambat, or your talents: perhaps creating some sort of video series over on the Panuod, a Lambat website.

Whatever it is, it needs some investment. Add 1 Utang to your Megacorp and then make a Maharlika Roll.

On a success, you get +1 Sikat with all Megacorps.

On a partial success, you get +1 Sikat with a single Megacorp only.

On a failure, nothing happens. Perhaps you haven't found your audience yet?

Strengthen or Establish a New Trait

After a Mission, you can choose to Strengthen a single Trait, bumping it up by one level (so +1 becomes +2) to a maximum of +3. You must have used this Trait at least once during the Mission.

You may also choose to Establish a new Trait that answers one of the following questions. If you do, you must use this Trait at least once during the next Mission or else it doesn't last. A newly Established Trait begins at +1.

Your new Trait should answer one of the following questions, or a similar one:

- What new thing can you do?
- What new thing is important to you?
- Do you have a new secret?
- Have you physically changed? What's different about you?
- Have you mentally changed? What's different about you? What have you learned about yourself?

Work on a Project

You may work on a project that is appropriate for the concept of your character. A smith might be able to craft a weapon, or even a house. A doctor may put up a clinic.

The project can also be an activity that takes a long time to complete, like researching a specific animal, looking for clues to a case, or chasing down some loose thread from another Mission.

You may choose to begin or continue an existing project.

If you work on a project, tell your Arbiter. They should say whether it's an easy, normal, or difficult endeavor, and this will dictate how many successes are needed to finish the mission. An easy endeavor usually needs only 1 - 2 success, an average one needs 3 - 4, and a hard one usually needs 5 or more.

Afterwards, make a Maharlika roll. You may only roll once per Trade Phase.

On a success, you gain +1 success.

On a partial success, you gain +1 success but something goes wrong. The Arbiter can choose a consequence.

On a failure, you gain no successes and suffer consequences.

Ask for Benefits

Benefits are one piece of equipment or AGIMAT that comes from your Corporation that you may use **once per mission**. If you ask for an AGIMAT, this must fit within your existing slots.

If you ask for a Benefit, choose what you want to your Arbiter, then make a Maharlika roll to ask the Corporation for one. This is a pretty social roll, so consider social standing, favors, or even skill in asking for things from your Corporation when considering Facts.

On a success, you get what you want. On a partial success, you get what you want but something goes wrong. Suffer consequences--this can be something like adding to your Utang. On a failure, you don't get what you want and you suffer consequences. Always remember that this comes from your Corporation, so if you fail when asking, something might have gone wrong, or maybe you even irritated them.

Buy an Asset

Before a Mission begins, you may choose to look for an Asset that might be able to help you, in exchange for +1 Utang to your Corporation. The players can only buy 2 Assets per Mission. Roll on the table below or you may choose:

Asset	
1	AMMUNITION: Before a Mission, choose one: You may use one Agimat in your loadout that has a [COOL DOWN] tag twice before it needs a Repair, or one add +1 use to one Agimat in your Loadout that has [LIMITED X]
2	ALLY: Choose one brave ally that may be able to help you, either against enemies or other necessities.
3	PORTABLE RESERVES: You have +1 to your RG during this Mission.
4	INFORMATION: One piece of information about the enemy or the mission.
5	KEY: You have one thing that can give you access to a route that you might not have been allowed access to otherwise.
6	CONTACT: You get contacts that you can call upon for help. The Arbiter will tell you how the help manifests, according to the fiction. This Contact must be proficient at a single task and can help you in that task.
7	RAID: You may choose one battle wherein you all automatically move before the enemies.
8	BARRIER: Once per Mission, you have access to the SD-SK KALASAG UNIT, which can be deployed within Reach 5. It creates a Burst 1 centered on the deployed square and provides simple cover until the end of the encounter.
9	DOCKS: You have a safehouse near the mission area where you may plan, print, and even perform Repairs or Maintenance upon Meka.
10	DISGUISE: You have a way to disguise yourself and copy a person, so that you don't get consequences when sneaking into a place.

FIESTA PHASE

After trading, it's time for the Fiesta. During the Fiesta, the Maharlika attends social gatherings -- which can be huge occasions or just simple drinking sessions -- with Maginoo, Maygintawo, or maybe even some Datu. **Choose one Fiesta Activity, and then you can take a new mission.**

If you Fiesta, the Arbiter must make sure that at least 2 representatives from 2 Megacorps must be there. This can be randomized: roll 1d4 twice. 1 is an SD-SK rep. 2 is a KLL rep. 3 is a GHW-S rep. 4 is a KOMSA rep. The Maharlika can only get missions from whichever Megacorporation's rep is there in that particular fiesta. If you wish, you can choose to Skip Out, detailed below.

Reduce Utang

After a Mission, you may choose to reduce your Utang to the Corporation that you helped. This is usually a -1 to your Utang to that Corporation, or if the Mission was long and hard, this can be a -2.

Show Off

Time to show off! Show your Maginoo what you can do. **Dictate or describe what you are doing to show off.** Afterwards, make a Maharlika roll. On a success, you get +1 Sikat to all the Megacorporations present.

On a partial success, you get +1 Sikat to one Megacorporation of the Arbiter's choosing. Other Megacorps are not impressed: you cannot get missions from the other Megacorp/s.

On a failure, your showing off came off as trying too hard. All your Sikat and Utang to every Megacorporation present in the fiesta falls by 1.

Skip Out

This joint is busted. No fancy food or good beer! Time to bounce. If you choose this, you immediately leave the Fiesta Phase and go back to the Trade Phase. However, you **can only choose to do 1 Trade Activity and you cannot choose to do one that you've already done.**

Get a New Mission

Always remember that who you accept a Mission from is important. If you take a Mission, the Arbiter must say what the objectives are, clearly. A mission may take one or more sessions to finish. Once you choose this, circle back to the Mission Phase.

SIKAT, UTANG, AND REACTION ROLLS

A Maharlika's life is dictated by the glory they earn in missions, the debts they incur from the Megacorps they follow, and the reactions stemming from that. A newbie Maharlika wouldn't be as well known as a veteran Maharlika who has suffered through innumerable missions and served lengthily under a single (or multiple!) Datu.

Sikat

A Maharlika has Sikat, a measure of their fame, glory, and popularity, and Utang, a measure of their material and obligatory debt to the Datu of a Megacorp.

Every Maharlika begins with 3 Sikat in each Megacorp. This just so happens to also function as the limit of the Utang that they can incur to that Megacorp. Sikat usually measures how good you've become as a Maharlika. Sikat fluctuates, much like Utang.

Action Done	Sikat Lost or Gained
Finishing a Mission	+1 Sikat to that Megacorp
Doing something pleasing during the Fiesta Phase	+1 Sikat to the Megacorp(s) present in the Fiesta
Failing a Mission Objective	-1 Sikat to that Megacorp
Doing something hostile or socially unacceptable to a Maginoo	-1 Sikat to that Megacorp
Moving out of a Megacorp and pledging allegiance to another	- 1 Sikat to the Megacorp you left
Breaking Megacorp Taboos	-1 Sikat to that Megacorp
Disobeying Direct Lakanate Directives	-1 Sikat to all Megacorps except KOMSA

Sikat reaches up to 10, and doesn't go below 0. A Sikat at 0 in a Megacorp means you're even less than a newbie, than a greenhorn. You have a damaged reputation somehow. Maginoo will be more cautious in hiring you, in letting them serve you. A Sikat at 0 also means you cannot incur any Utang, and if you do, you will be hunted down by a Collector.

If you have 0 Sikat with every Megacorp, your Maharlika must work as an Alipin now, they are no longer free. You must play a new character.

Utang

You begin with 0 Utang. Most of your stuff is for free. But as you begin working, needing to buy stuff, or otherwise having to do your job, needing resources and assets will become inevitable. You usually get Utang when buying something new. Utang's limit is your Sikat. Once your Utang is equal to your Sikat, you cannot buy any more stuff from that Megacorp or with that Megacorp's funds. If you do, the amount is subtracted from your Sikat.

If your Utang and your Sikat are equal, you will be hunted down by a Collector from that Megacorp during a Mission. Collectors are expert Maharlika that pilot NEO-gen Meka. They are always ACE Grade enemies. If they defeat your Maharlika party, you will fail the Mission you are currently on and you will be brought directly to a Maginoo audience, wherein you must perform a Mission for them to lower the Utang. If you fail the Mission, your Maharlika will be deemed unplayable as something crippling happens: for example, their soul is ripped from their body and forced to work as an animating force for a Maydiwa Automaton in a mining facility.

Consult the following table when buying something for Utang cost:

Thing Bought	Utang Cost
1 piece of Equipment for your Maharlika	1 to the Megacorp you bought it from (if it's not from any Megacorp, your own Megacorp shoulders the expense, meaning you get +1 Utang to your own Megacorp).
An AGIMAT from the Lakanate	1 Utang to your Megacorp
An AGIMAT from your Megacorp for your Meka	2 Utang to your Megacorp
An AGIMAT from another Megacorp	3 Utang to that Megacorp
Provisions and Food	1 Utang to your Megacorp
Using Funds for Leverage	1 Utang to your Megacorp
Getting an Asset (Trade Activity)	1 Utang to your Megacorp

Reaction Roll

Whenever you meet a new person whose reaction or impression of you is dubious or undefined, your Arbiter may make a Reaction Roll if they think that that NPC might not have a concrete reason for having a first impression on the PCs. **Only make the Reaction Roll when an NPC wouldn't have a first or second impression to them, and usually only when they met them for the first time.** Don't roll for NPCs that already have some opinion of the PCs.

Use the results contextually as well. If a bunch of *Mangangayaw* raiding parties come across your salimbal, a positive reaction might be that they would just decide to not interfere with your business, or steer clear away from you.

This can be used to your advantage. An amiable Black Market Meka Dealer might give you an AGIMAT he stole for free, for example, or a Maginoo with a Hostile disposition to you might attack you, or otherwise force themselves to break social mores, allowing you to gain a social upper hand against them in relevant contexts.

This defines what the character's first impression of you would be. Of course, the Reaction Roll has modifiers depending on a bunch of factors, but mostly because of your Sikat and Utang, as well as any Trait that might affect it.

When making a Reaction Roll, **the Arbiter rolls 2d6 and consults the following chart:**

2d6	Reaction Result
2	Hostile. They don't like you, at all.
3-5	Negative. The NPC is less likely to be helpful and cooperative.
6-8	Neutral. The NPC responds and acts normally.
9-11	Positive. The NPC looks to take a liking to you. More cooperative than usual.
12	Amiable. The NPC is openly helpful to you.

Reaction Rolls aren't done in a vacuum. Consider the following (non-exhaustive) modifiers when making a reaction roll. These Modifiers range from +1/-1 to +3/-3. Let them stack, but don't let them go past 3. Modifiers are almost always contextual as well. For example, if you have Pagsasapi Markings that gave you strange feline eyes, you might have negative modifiers when dealing with high-brow, Upstream planet Maginoo nobles, but you might get positive ones when dealing with superstitious Shore Rim planet Alipin commoners, who believe in twisted religious doctrines and wrongly interpreted religious texts.

Factor	Modifier
You have more Sikat than Utang in a Megacorp that they are part of.	1
You have more Utang than Sikat in a Megacorp they are part of.	-1
You have 6 or above Sikat in a Megacorp that they are part of.	2
You have 6 or more Utang to a Megacorp that they are part of.	-2
You have a contextually relevant Trait.	+1 or -1
You have a Sikat of 1-2 in a Megacorp that they are part of.	-1
You helped them or gave them something they wanted recently.	2
You have Pagsasapi Markings	+1/-1

Megacorp Taboos

The following Megacorp Taboos are not exhaustive. Feel free to add more according to how the Megacorp fits into your game. These are also mildly vague to allow for flexibility at the table.

SD-SK: Destroying SD-SK property; not following a direct superior's orders; complaining to an SD-SK Maginoo

KLL: Not performing proper prayer rites; openly bashing Banwaism and the True Faith; criticizing the Wisdom of God

GHW-S: Not helping farmers and workers when you can; disrespecting nature by defacing it or not saying the invocation "Tabi-tabi po" before doing battle in a natural area

KOMSA: Not using the Lambat to solve problems the Lambat can solve; Not keeping in constant contact with the Lambat through a PaDa or some other kind of Panuos; openly opposing the No Name God and His Expansion.

MAHARLIKA VIOLENCE

Maharlika combat is more narrative and theatre of the mind than the tactical fights of the Meka. Treat combat rolls as normal rolls, with consequences and difficulties. If you need ST for your Maharlika, treat it as 3. Any damage you take deducts 2 ST, and that damage can be reduced by Armor and Toughness. If a Meka weapon hits you, you use the Meka weapon's statistics.

For example, you wish to assassinate a guard. On a successful Maharlika roll, you do it: you kill the guard. But obviously there might be consequences to this action. On a partial success or a failure, the guard might fight back and deal damage to your Maharlika, or they might be able to summon backup, or activate the alarm systems.

If your Maharlika falls to 0 ST, they lose consciousness, but are not dead. You cannot move. If you suffer damage while unconscious, you die.

If you die, you may create a new character, or you may go to one Corporation of your choosing and ask them to give you a new Body for your Soul, of which a digitized version exists within the Lambat. If you do this, you are revived, but your Utang is maxed with the Corporation you asked from.

CONSEQUENCES

In Maharika Rolls, consequences usually come from partial successes or failed rolls. Arbiters must define what possible consequences a roll might have before the roll is made, so that the player will know. Commit to these possibilities once they're done. Always make sure that they make sense in the fiction.

Here's a non exhaustive list of some of the Consequences that might happen, as chosen and defined by the Arbiter:

- **Pain. Some kind of damage.** If this is combat Damage it always reduces 2 ST, although if the consequences is supposed to be lethal this can be raised to 4.
- **Out of Time!** Time is usually important in an activity, and that's why a possible consequence might be doing something takes longer for you to do. This is important if there's someone chasing you, for example.
- **Resources.** Some of your resources are used up. This might be money, or equipment. This might be able to add Utang, or remove one piece of AGIMAT or equipment from you.
- **Collateral Damage.** You might not suffer the consequence, but others might. Maybe even someone or something you Treasure.
- **Status.** Maybe you fall into a less than favorable status? You might find yourself in the middle of a firefight, or a Maginoo might get angry at you?

MEKA SYSTEM

Manufactured to bring violence. They are needed to protect planets, businesses, and corporations, or to find new planets, new resources, and much more. Because of this, Meka Violence is more tactical than the Maharlika combat. When using the Meka System, you will usually need miniatures, tokens or whatever things you can find to represent the Meka in combat. You also need a battlemat, or a square-grid or hex-grid to model the battlefield.

ROLLING IN THE MEKA SYSTEM

Always remember that when rolling while in the Meka Mode, you use a d20 instead of a d10. If the result of the roll is a natural 20 (20 is what appears on the face of the dice), this is called a critical hit. If you get a Critical on a roll, it is always successful, and if it's an attack, **you double your damage**.

Size

The measure of how big a thing is. "Space" refers to the number of hexes or squares this takes up on the battlemat.

- **0.5** - Takes up ½ a space, beings can move through their space. Human-sized. 4-6 feet.
- **1** - Usual Mech-Size. 13-18 feet tall. 1x1 space.
- **2** - Bigger Mecha. Usually 20 to 30 feet tall. Takes up 2x2 spaces.
- **3** - Giant. 30 to 50 feet tall. Usually takes up 3x3 spaces.
- **4** - Humongous. 60 - 90 feet tall. 4x4 spaces.
- **5** - Titanic. Usually, this is not measured as spaces taken up anymore, but rather, as entire battlefields. Adjust accordingly. Usually when fighting creatures like these, you take out one Size 4 part at a time.

MEKA VIOLENCE

This is tactical combat. **If you charge into battle using your Mekanized Weapon, the Arbiter must define the Victory Conditions. Once done, he must choose the first player that will move. The players must choose one VIOLENCE AGIMAT to Ready.**

VICTORY CONDITIONS

Before battle starts, the Arbiter must define the Victory Conditions. Often this is “Defeat the Enemy”, or something like “Protect the Church until reinforcements arrive.”

Some Conditions (you can roll on a 1d6 here to quickly generate one):

1. Protect the Balete for three rounds.
2. Fight the incoming enemies for 4 rounds.
3. Escort a civilian toward a safepoint.
4. Hold a certain point for 3 rounds.
5. Get a certain item from behind enemy lines and bring it back to a specific building.
6. Route half the enemies present but make sure no property is damaged.

ENCOUNTERS AND ROUNDS

Meka fights are called **Encounters**. An Encounter is built up of Rounds. In every round, there is a Time for each combatant. A round is made up of 2-3 seconds of frenetic, heavy metal action, of spiritual warfare and Gahum-Laser exchanges. In a single burst of action, the round begins and ends. An Encounter is split up into Rounds, of which there are usually 3 - 6. A round is made up of **Phases**. There are 4 Phases: **Initiative**, **Activation**, **Action**, and the **Upkeep** Phases.

ROUNDS

INITIATIVE PHASE

All sides (usually 2: the player's party and the Arbiter's party) roll 1d20, unmodified. The side with the higher roll moves first. The side that wins Initiative is considered as **Having Initiative**.

ACTIVATION PHASE

During your Activation Phase, the side that has the Initiative moves and resolves first, followed by the one without Initiative. On the Player's side, they choose who goes through the Phase first, and then choose the next one, until all are done with the steps of Activation. Same goes for the NPC side.

1. **FIRE:** Suffer FIRE. If you have FIRE, this is damage to your ST. Multiple FIRE is not cumulative. Always use the higher instance of FIRE. If you have FIRE 5 from one source, and then FIRE 3 from another, then you only take the FIRE 5.

2. **ACTIVATION PHASE EFFECTS:** Effects that are said to take Effect during this phase take effect now.
3. **USE AN AGIMAT:** If you have any AGIMAT with the [ACTIVATION] tag, you may use that now.
4. **FINISH ONGOING EFFECTS:** Finish effects that say they go on until the next Activation Phase.
5. **STRIDE:** You activate skates, thrusters, or anything else to move about. You may move up to a number of spaces equal to your Speed, or half your speed if you are Prone. You may not Stride if the space you're moving into requires more than you can move. (eg. if you only have 1 move left, but the space you're moving into is Difficult Terrain and requires 2 moves.) You may Stride through an ally's space but you may not finish your Stride in the same space as them if you have the same Size. You may not Stride through an enemy's space. After you Stride, the next attack made against you has a +1 Malas.
Once you have used a Stride, you cannot Stride again during the Upkeep Phase.

ACTION PHASE

After the Activation Phase, move on to the Action Phase.

In the Action Phase, the side that won the Initiative round chooses one of their combatants to make their actions first. After that, one combatant from the side that lost makes their actions. And then one from the opposite side makes their actions.

Do this alternating turns until all have moved. If one side finishes all their combatant's turns, the other side that still has combatants that haven't performed their actions may move, but still in order.

During the Action Phase, each combatant chooses **two [2] Actions** from the following actions, although you cannot perform the same action more than once.

- **ATTACK:** You may use any Violence AGIMAT that is readied to attack. You may attack with a single [TWO HANDED] weapon, or with a [PRIMARY] and [OFFHAND] weapon, or two [OFFHAND] weapons, as long as they are all readied. [AUX] weapons can be used as well without being used.
 - If you make a **Melee** or **Ranged attack**, roll 1d20 + CRD + Any bonuses vs. the target's **EVADE**. If the result is equal or higher to the target's EVADE, deal the damage specified in the AGIMAT.
If this Roll ends up becoming a Natural 20 (meaning the die comes up as 20, without any bonuses), then the attack is a **Critical Hit**. A Critical Hit lets you double the damage dealt.
 - The target may apply **Toughness**. These are points used to negate damage, 1-for-1. You may only use Toughness against Melee or Ranged attacks, or Physical attacks. When you spend Toughness for damage, that Toughness only applies to that instance of damage. You cannot use Toughness when you have 0. All Toughness returns during a Repair.
 - If you perform **Spiritual Warfare**, roll 1d20 + FTH + Any bonuses vs. the target's **RESOLVE**. If the result is equal or higher to the target's RESOLVE, Inflict the effect that is stated in the AGIMAT. Usually this deals FRAYING.

FRAYING damage is also doubled on a Critical Hit.

- **USE AN AGIMAT:** If you have in AGIMAT that must be used during the Action Phase that isn't a Violence AGIMAT, you may use it.
- **BOOST:** You fire up your thrusters, and you move with frightening speed and momentum. You may move equal to your Speed + 2, **but you must finish the move.** That means you cannot move half your Speed + 2. You must finish the entire move, even if this takes you past your target. (e.g. if you have a Speed of 3, with a +2, you must move 5 spaces, no less.) You **must move in a straight line**, and you automatically stop if you hit Impassable Terrain. After you Boost, all attacks against you until the end of the round have +1 Malas.
- **IMPROVISED ATTACK:** You may attack with your fists, a fallen pillar, or some huge boulder. Roll a 1d20 + CRD + Any bonuses, but you deal 1d4 damage.
- **BULLRUSH:** Roll a 1d20 + CRD + Any bonuses against the target's EVADE. If it hits, you may deal 1 damage and Push 1 the target, and then move into the space they left.
- **BUFF:** Choose one adjacent ally. Choose: they now have +1 Suwerte on their next attack, or the next enemy to attack them has +1 Malas.
- **GRAB:** You must have a free hand or some other kind of holding device to use this. You cannot grab beings that are +2 Sizes larger than you. (A size 1 can't grab a size 3). Roll 1d20 + CRD + any bonuses vs. EVADE. If it hits, the target is now grabbed until the next Upkeep Phase. You may spend another Action in in the next Action Phase to keep the Grab up, no roll needed. As long as the enemy is grabbed, **they cannot move, do Watchstrikes, and all that try to attack the Grabbed combatant have +1 Suwerte.**
- **DISENGAGE:** If you are in the WATCH range of an enemy, you may disengage and move 1 space without triggering Watchstrikes.
- **RISE:** If you are Prone, you may use this to stand up from Prone.
- **QUICK-REPAIR:** Spend 1 RG. You recover half of your ST.
- **STITCHING:** You may recover half of your RG, but your Meka is Stunned and Immobilized until your next Activation Phase. Once per Mission.
- **RELOAD:** AGIMAT that have the [RELOAD] tag must be reloaded using this action before you can use them again.
- **REVIVE:** If your Meka is **DEAD**, you may use this to boot up so that your Meka moves again. Recover all of your ST, but your RD is the same, and any AGIMAT lost is still lost. Usually can only be used when a Dead Meka receives ST from any source.

UPKEEP PHASE

After the Action Phase is the Upkeep Phase. You must do these in order. **The one with Initiative performs the following first, followed by the side that lost initiative.**

1. **SUMIKLAB:** *Gnash your teeth and overclock your reactors.* SUMIKLAB means “IGNITE” in Tagalog. If you use SUMIKLAB, spend 2 RG, and you may perform another Action from the Action Phase, even an action you’ve already done.
2. **SAFETY SYSTEMS:** *Damage sustained. Engaging Safety System protocols.* If there is an effect that needs a Safety System roll to remove, you may do so now. Safety System rolls are always a 1d20 roll vs. 11. If you roll 11+, the effect is removed. If it is 10-, it stays. You may only roll Safety Systems against one effect once per round.
3. **STRIDE:** You may move up to a number of spaces equal to your Speed, or half your speed if you are Prone. You may not Stride if the space you’re moving into requires more than you can move. (eg. if you only have 1 move left, but the space you’re moving into is Difficult Terrain and requires 2 moves.) You may Stride through an ally’s space but you may not finish your Stride in the same space as them if you have the same Size. After you Stride, the next attack made against you has a +1 Malas. You may not Stride through an enemy’s space. You cannot Stride now if you’ve already done so during the Activation Phase.
4. **READY A VIOLENCE AGIMAT:** If you want to switch Readied weapons, you may do so now.
5. **USE AN AGIMAT:** If there is an AGIMAT with the [UPKEEP] tag, you may use this now.
6. **END EFFECTS:** If you have an effect that is supposed to end on your next UPKEEP PHASE, it is removed now.

Once this is all done, it is the next combatant’s Time.

REACTIONS

During each Round, you have **1 Reaction**. These are the Reactions:

- **WATCHSTRIKE:** If there is an enemy within your Readied Violence AGIMAT’s WATCH, you may make a Watchstrike against them if they move into a space within your WATCH. Watchstrikes are counted as attacks made during a movement, so the Stride’s Malas penalty does not apply to Watchstrikes.
- **BLOCK:** If you are going to be attacked with a Melee or Ranged attack, you may use this as a Reaction. Halve the damage from that attack, rounded up. Apply this before spending Toughness.
- **DODGE:** You may use this to inflict a +2 Malas penalty upon one attack against you. If you evaded successfully, you may move up to 2 spaces. You cannot Stride or Boost the next Round.

Outside of your turn, you may also have other effects and AGIMAT that don’t specify what action they use. Consider these as Free Actions. You can have as many Free Actions as you want.

OTHER COMBAT FACTORS

Difficult Terrain and Impassable Terrain

Debris-filled streets, deep mud, steep roads, civilians running about. That is Difficult Terrain. To move into and through Difficult Terrain, you must use up +1 spaces. Basically, you move 2 spaces to get into a single Difficult Terrain space.

Impassable Terrain are straight up walls, barricades, and large obstacles at least 20 feet tall that stop your Meka from moving in a straight line. Usually destroyable and usually buildings and mountains. Impassable Terrain are spaces where you cannot move your Meka into (although climbing up them would be possible).

Obscuring Terrain

These are walls, barricades, or whatever obstacles blocking your sight. These are usually spaces you cannot move into. These block Line of Sight (unless it is transparent), as well as blocking Area of Effect. This can be usually used as Cover.

Cover

There are two types of Cover: Simple and Superior. Usually as long as you are adjacent to the cover and the assailant attacking you isn't from behind the cover as well, the cover counts.

Being under Simple Cover gives +1 Malas to all attacks against you. Simple Cover is usually cement walls, ruins, large debris, or smokescreens.

Being under Superior Cover gives +2 Malas to all attacks against you. Superior cover is usually thick walls, magical barricades, mountains, or entire boulders.

Cover doesn't stack. Always apply the higher Cover.

Line of Sight

Line of Sight is whether the combatant can see the target, or if it is too obscured to be visible. Usually this is up to the Arbiter, although if there is Obscuring Terrain, then make sure to apply Line of Sight with it. You cannot attack or perform Spiritual Warfare on something you don't have Line-of-Sight with, unless your AGIMAT has the [SEEKING] Tag.

ZERO GRAVITY (0/G)

Zero Gravity refers to places where there is no Gravity whatsoever. You can only Boost in 0/G. Boosting in 0/G moves you half as many spaces (rounded down).

Flight

If you have an AGIMAT that gives FLIGHT, this means that when you move (either Stride or Boost), you may fly, ignoring difficult terrain, etc. But you must end your move on the ground. If you have HOVER, you don't need to land on the ground, and all your movement can be considered as Flight.

Teleport

If you have an AGIMAT that lets you teleport, you may move instantly. If you teleport, you don't need Line of Sight to your destination. But Teleportation is still connected to the spiritual gravity of whatever place you are in, as well as the chaotic consistency of the Diwa. When you end a Teleport, you must

be on the ground. If you Teleport into the air or sky, you might overshoot, or you might get stuck in the Connection Void. Teleporting does not trigger Watchstrikes.

Forced Movement

- **Push** - Forced movement that pushes the target away from the pusher.
- **Pull** - Forced movement that pushes the target closer.
- **Slide** - Forced movement that moves the target in any direction.

All Forced Movement effects have numbers attached to them. That’s the number of spaces the target may be moved. You may move the target less than the number, but never more.

Forced Movement is not hindered by Difficult Terrain. This does not trigger Watchstrikes either. You may suffer Forced Movement even if you are Immobilized or otherwise can’t move.

Flanking

If two allies are on opposite, adjacent spaces of an enemy, they are considered Flanking. While Flanking, the Flanking allies have +1 Suwerte against the enemy in between them.

Example of Flanking		
Ally		
	Enemy	
		Ally

Area of Effect

Area of Effect effects are effects that apply to a large area, or multiple spaces.

BLAST (X): The area is X*X squares starting from one side or corner of the origin square. The origin must shape the effect in a rough, square shape, and the shape must be X long and X wide.

EXAMPLE OF A BLAST 3				
	X	X	X	
ORIGIN	X	X	X	
	X	X	X	

BURST (X): This area is X spaces starting from the origin, in every direction. Here is an example of a BURST 2:

EXAMPLE OF A BURST 2				
X	X	X	X	X
X	X	X	X	X

X	X	ORIGIN	X	X
X	X	X	X	X
X	X	X	X	X

LINE (X): This area is X squares in a straight line, starting from a side or corner of the origin's space. If the target is not on a diagonal line, you must still create a straight line toward that target. You can draw a line or use a straight-edge. If the line is within a single square, or within the corner of a square, that square is affected by the Line.

EXAMPLE OF A LINE 4				
ORIGIN	X	X	X	X

STATUSES

- **IMPAIRED:** +1 Malas to all Attacks and Safety Systems.
- **SLOWED:** Your Speed is at 2.
- **STOPPED:** You cannot move voluntarily.
- **MARKED:** If you are Marked, you have -2 to all your attacks that don't include the one that placed the Mark on you.
- **WEAKENED:** The damage you deal is halved and all the damage you take is doubled.
- **STUNNED:** You do not have an Action Phase and you have -2 to your EVADE and RESOLVE.
- **FIRE X:** Ongoing damage, with X being the amount of damage you suffer every Activation Phase. FIRE doesn't necessarily mean a physical fire, it simply means something that slowly damages your systems and structural integrity.
- **BROKEN:** When your ST is at half, you are considered BROKEN. Some effects derive from this.
- **DEAD:** A dead Meka is one that is at 0 ST and couldn't use RG to recover or failed the Safety System roll. Your Maharlika is immediately ejected and you must fight, boots on the ground.
- **INVISIBLE:** All attacks against you have a -5.

- **RESIST X:** X is either material or energy damage. If you are hit with X, half the damage you take before Toughness.
- **VULNERABLE X:** X is either material or energy damage. If you are hit with X, double the damage you take, before Toughness.
- **EXPOSED:** While you are Exposed, you cannot use Toughness to reduce damage.

STABILITY AND RESERVE GAHUM

Stability or ST is the measure of structural integrity, strength, and construction of your Meka. **If this is brought down to 0, you may either choose to keep it down, or spend 1 Reserve Gahum (RG) to roll 1 Safety Systems check.** If the Safety roll is successful, return to half ST.

In addition, roll a 1d4. If you rolled a 1, choose one Violence AGIMAT. On a 2, choose one Movement AGIMAT. On a 3, choose one Support AGIMAT. On a 4, choose one Reaction AGIMAT.

That AGIMAT that you chose is now destroyed, and must be bought again with Utang.

If the Safety Roll fails, your Meka is Dead and you are ejected to an adjacent space. A Dead Meka cannot move until it is given 4 RD during an Encounter or Repair, or until Maintenance. A Dead Meka that suffers any more energy damage **MUST** roll a Safety check. If it fails, it explodes in cascading Gahum, with the strength, force, and energy of a dying star, dealing 7 energy damage to all within BURST 2.

While it is Dead, you may also use backup energies to put it into MULTO Mode. While in MULTO Mode, it may move half of its speed, but it cannot perform any actions. While the Meka is dead, it may also receive ST from other sources. If it does, the Maharlika may board it again and use a REVIVE action.

Reserve Gahum or RG is the innate spiritual energy that is backed up within the Meka's Gahum Reactor. It can only be accessed by a diwata, hence why a Kalagyo must be used when piloting a NEO-Gen Meka. Once it is brought down to 0, **you are considered WEAKENED**. Remember that RG is important for SUMIKLAB, QUICK-REPAIRS, and other Repairs.

REPAIR

While in a Mission, repairs and rest are important to the Meka so that it retains structural integrity. **While outside of an Encounter, if you are safe and have 1 hour to rest, you may take a Repair, akin to a short rest. While in a Repair, you may do the following:**

- You may spend 1 RG to recover half of your ST. You may use as many RG as you want to restore ST. All AGIMAT that have the [COOL DOWN] tag may be used again. All your Toughness returns.
- You and your group may collectively give and spend **4 RG** to repair a Meka that is Dead. It automatically returns to full ST.
- Always remember the RG may also come from other sources or Meka. You may receive RG from one of your comrades.

PAGSASAPI

A Maharlika's career begins once they have established a connection with a diwata, turning it into their Kalagyo. Think of the Kalagyo as an always on-board AI, although, of course, a diwata would be absolutely enraged if you call them artificial intelligence. They have their own essence, their own intelligence. They are part of the Diwa, and they are the Diwa.

To establish a connection, a Maharlika must journey with a Babaylan to a place untouched by Humanity. A *Dambana*, a nature altar. Once the ritual of **Paglalagyo** is finished (which usually takes days and has multiple trials), the diwata becomes the Maharlika's Kalagyo. *Lagyo* means "consciousness, or intelligence". Thus Kalagyo means "shared consciousness, or intelligence". The Kalagyo is considered Chained to the Maharlika, and performs actions for it as if it were a Personal Digital Assistant.

Every month, the ritual of Paglalagyo must be redone, although it is much quicker and shorter now. This is because a Chained Kalagyo is still a Diwata, a consciousness that belongs to the Diwa. Slowly but surely, its Diwa nature returns, slipping through the cracks, for the Diwa permeates all. Eventually, the Diwata loses its Chained nature, becomes Liberated, and strives to possess the Maharlika. The ritual of Paglalagyo ensures that the Diwata remembers its pact and oath to the Maharlika. The phenomenon of slipping through the cracks is called **Unchaining**, for the Diwata slowly leaves the fake material realm to the truth of the Diwa.

An Unchained Diwata will possess a Maharlika, for they have abused its majesty. This is called **Pagsasapi**.

Once you are out of Reserve Gahum, any time you take any more actions to that use RG, or any more instances that you lose RG due to Fraying, those points don't become negative RG, but rather, **Pagsasapi Points**.

The limit of your Pagsasapi Points is 3 + your FTH. Every point of Pagsasapi represents the slow possession and invasion of the Diwata on your soul, or Kaluluwa. Always remember that the Diwata are **not people, not mere rational intelligences. They are divine god-beings of nature.**

Every point of Pagsasapi you have must reflect physically. It's up to you to define what happens. Perhaps the whites of the eyes turn black? Whitening of hair? Weird folding and harmless shifting of bones? Red blood turning black? Growing an extra limb? Extra eyes? Being able to hear things and having to involuntarily say them out loud? Whatever it is, this causes you to have +1 Malas on many social rolls you have as a Maharlika.

If you gain or are at 3 Pagsasapi Points, you must roll a d20 during your Activation Phase if you are in an Encounter. If you roll 11+, nothing happens. If 9-, your Meka is now out of control, being piloted by the Diwata being, and the Arbiter must control it for you, moving accordingly to the fiction. You also suffer damage to your Meka's ST equal to your Pagsasapi Points.

To remove Pagsasapi Points, you must use a Trade Activity, found above.

THE MAHARLIKA

“Who I am isn’t important. All you have to know is that you won’t be here for long. That is the Lakanate’s Directive.”

Simply put, the Maharlika are the brave beings that pilot the MEKA, or the MEKAnisadong Sandata, which translates to Mechanized Weapon. While Maharlika is usually a social class, a lot of the modern Maharlika come from every echelon of the Lakanate’s Caste System, as anyone can be freed.

In MAHARLIKA, you play as one of these titular beings. A Maharlika. Mavericks, Aces, Prodigies Mercs... but not heroes. No, we don’t need heroes anymore.

Exceed the horizon, Maharlika, and Long Live the lakanate.

CREATING A MAHARLIKA

Concept and Name

Firstly, you create yourself a Maharlika. Think of who you are, where you’re from, you’re background, and write it down. Make sure to make it short. 1-3 words only. Then think of a name. This can of course be their real name or a nickname. Any name goes, in the galaxy of Archipelago.

A Maharlika’s Traits

Traits define and shape your Maharlika. You begin with 5 Traits, each of them with a +1 Modifier. Whenever you make a Maharlika roll, you can choose to Invoke a Trait, and the Arbiter chooses if it fits with the context of whatever action you’re attempting. You then add your Trait modifier. Trait Modifiers go from +1 to +3. These don’t stack: if more than one Trait makes sense in a specific context, you just choose the highest rating to add.

Where Did You Come From? Pull upon your trove of Sci-Fi knowledge, or think of a place your Maharlika came from when they were a child. Think of the planet, or maybe the city? Maybe they come from a convent? Make one up, choose from below, or roll 1d10:

1. **Luzviminda.** A capital planet in the Upstream Ring, near the Land of God, within the mandala of the SD-SK Megacorp. This is a luxurious planet, an economic center, where all sorts of beings live. Blinkgates exist to and from every major nexus of the Galaxy. Because of this, the people here are multicultural, and all sorts of people live here, and people also enjoy a higher standard of living. If you come from here, you’re of the upper class city folk, educated, and well versed with high-class politics as well as enjoy luxurious amenities. You’re a neon child, a star blessed traveler.
2. **Sinagsikat.** Sinagikat is a sacred planet found in the Upstream Rim where building urban centers are banned and prohibited. This is within the mandala of KOMSA. Diwata flourish here, and it is well known for it’s amazing vistas of beauty, its beaches, hidden groves, and exceedingly diverse wildlife, which coexists alongside a diverse spirit society of Diwata. The only residential areas here are small barangays and barrios, no cities. If you come from here, you come from one of these small barangays or barrios, surrounded by diwata and having an intrinsic connection to nature and the spirit world.

3. **Three Sisters.** You grew up in a convent ship found in the Downstream Rim, within the mandala of the KLL, known as three sisters, isolated in space, taught techgnostic commandments, filled to the brim with the cybersayings of the WISDOM OF GOD. Are you holy, or are you rebellious? Yet you believe in the IMPINITO DIOS, and whenever you perform something important, you do the sign of the Five-Petaled Gumamela. If you come from here, you come from one of the many cities that have decided to live here, from where all the new convent trainees come from.
4. **Talyerya.** You grew up in an altar-factory planet, in the Downstream Ring, wherein most of the newest AGIMAT, Meka Baluti, and Spiritech are created and crafted, probably cultivating the little spark for Meka within your heart. This is within the mandala of KLL. If you come from here, you come from one of the many cities built around these altar-factories, where you are usually paid to work for most of your life. You know the blueprints of AGIMAT, the inner-workings of technology.
5. **Atenara.** Atenara is a trade planet found in the Downstream Rim, within the mandala of the KOMSA. Many people come and go here, as this planet has become a nexus for all sorts of life due to it being a trade center. This usually means you know your way around people. If you come from here, you probably came either from a cloud city, one that enjoys urban privileges and has urban sensibilities, or a junk city, one that lives on the edge of danger and works as a scavenger.
6. **Corregidor [koh-re-hee-dor].** You grew up in a militarized planet in the meeting point between the Downstream Ring and the Shore Ring, usually known as a corregimiento. Obviously within the mandala of the SD-SK. This is where war projects are conducted, or where raiders come in. This has forced you to live carefully, knowing your zones, always making sure your flanks are secure, always erring on the side of caution. If you live in a city here, you probably live within one of the militarized areas, living alongside nurses and military scientists.
7. **Redukthyon.** You grew up in a planet in the Shore Rim, within the mandala of KLL, made to be a punishment for war criminals during the last two great wars. The planet itself has a very modern culture, comparable to major trading centers in the Downstream Rim. However, the people here are treated as disposable at best, and great barter for Xenobeings at worst. If you lived in one of the cities here you were probably very urbanized, although you had to suffer stigma from people from other planets.
8. **Anisatibay.** You lived in a forgotten colony in the Shore Rim, which orbiting a forgotten mining planet or asteroid. The colony is a single large city, floating on a space station, which has now devolved into gang controlled zones. You had to live in this kind of environment. You festered in poverty as colonial gang bosses, calling themselves Datu, dominated the colony, crushing you under a fascistic iron fist. You had to live on the edge of a knife, and you probably had to serve one of the Datu, as a slave.
9. **Masa.** You lived in a server planet, somewhere in the Horizon Rim, where the planet was used as a living server for the Lambat. Thanks to this, you enjoyed free Lambat services for everything, and the KOMSA operatives that lived there took their time to educate those living in the planet with the KOMSA curriculum, and thus you became an expert in all things Lambat. If you lived here, you probably lived in a normal enough barrio, without any skyscraping cities, but with lots of connection through the Lambat.
10. **Dumapa.** Dumapa is a Horizon planet under the mandala of GHW-S where the Planetary Diwata has died, causing the planet to go into its death throes. It is surrounded by debris as its three moons have been blown up, now, just debris orbiting a binary star. You feel nostalgic for it: you lived with vigor, love, and life, but you've also had a very close encounter with death there. You know death well. Maybe a bit too well. You can probably see Diwata and other invisible

phenomenon thanks to it. If you lived here, you probably lived in one of its tidally locked cities, one on the sunny side and one on the dark side.

Why Did You Become a Maharlika? Define why you took upon the life of a “free” person, toiling endlessly under the weight of obligation and responsibility. Define why you took upon the glorious imperative of the Lakanate. Define it in a sentence, or choose from below, or roll a 1d8:

1. **To Boldly Go Where None Has Gone Before.** You became a Maharlika mainly because you want to travel past the Horizon. For money? For glory? Decide. A Maharlika must be concrete in their ideals.
2. **To Know the Secret of the Galaxy.** Mysteries abound in the Galaxy of Archipelago. You're a Maharlika because this kind of freedom lets you find a particular secret, to learn the answer to a particular mystery.
3. **To Support My Family.** You need to support your family, their business, or their planet. A noble endeavor, especially with Diwanites being more and more hoarded by the Maginoo class.
4. **To Exact Revenge.** A particular person, or a particular Megacorp has attacked you or wronged you, and you want payback. Define what this is before the game starts.
5. **To Protect the Archipelago.** You became one purely because of noble ideals... or maybe you succumbed to the propaganda of the Lakanate? Either way, it's a lofty goal to protect the galaxy Humanity has worked hard to build.
6. **Because It Is Your Responsibility.** Perhaps you are the scion of a great Maharlika, or a Maginoo without any contribution to their family name? Then you must take up arms and become a great Maharlika, to bring honor and fame to your Family.
7. **Circumstance Has Brought Me Here.** You became a Maharlika because you were an Alipin that got a lucky shot, or a great opportunity. You took it. Now you must work not to return to becoming an Alipin anymore, and to uplift your fellow people.
8. **Revolution.** You became a Maharlika because the Maharlika are free, and you are free so that you can upend the system. You want a Revolution, you want to change Humanity.

What Secret Do You Hide? Define a secret for your character. Make one up, choose one from below, or roll a 1d10:

1. **You Killed an Innocent when you weren't supposed to.** You killed an innocent civilian before becoming a Maharlika. You got away with it, but can your consciousness bear the weight?
2. **You are Not Human.** You aren't Human. You might be a Human Husk, an android with an organic shell that houses a soul. You might be a genetically modified Xenobeing. You might even be just a drone projecting a very convincing hologram around it.
3. **You hate a particular Corporation.** You wish to dismantle a particular Megacorp, and you wish to break it down. This might destabilize your role as a Maharlika, however.
4. **You are Benefiting from Illegal Salapi From a Maginoo Patron.** This means you are not truly free, you are not truly a Maharlika, as Maharlika are mandated, along with their liberty, to only

take money from their Megacorp as needed. This can be a good reason to strip away your Maharlika name and make you the Alipin Sagigilid of that Maginoo.

5. **You Have a Child or a Family Member that you always bring with you. That Member is Dead. You keep their Ashes.** A Maharlika tied to a dead person is a liability. At the same time, isn't it a bit sad?
6. **You Are Not Who You Seem.** You're not actually who you seem. You live under a False Identity, for the last year, even well into becoming a newbie Maharlika. Who is the real you?
7. **You Hate Being a Maharlika.** You are thrust into freedom that you did not want. You hate this job, and yet you do it, due to circumstances.
8. **You Angered a Maginoo.** You angered a particularly well known Maginoo noble in the past. This might complicate things when you meet with them...
9. **You are Cursed to Die by a Diwata.** You angered a Diwata before, and now you're cursed to die a horrible death. When this might happen, you don't know. But this curse seems to extend to other people.
10. **You Aren't a Maharlika.** You aren't a registered Maharlika, but you know how to fake it well enough that you're a pretty good Maharlika, even without technically being one.

What Can You Do? Define a single expertise that your Maharlika is good at. Define it with a single word or phrase, choose one from below, or roll a d12:

1. **Hacking.** You know how to work with a Panuos, and you know your way around encryptions, decryptions, and cyphers of the Lambat.
2. **Fighting.** You're good with a fist or a weapon, you know how to defend or to attack.
3. **Blowing Things Up.** Ah, yes, the demolitions crew. You know explosives, ordnances, and how to dismantle entire buildings.
4. **Socializing.** You're good at making friends with people, and prying secrets from them.
5. **Leading.** You're the front of the pack, the giver of orders, the issuer of commands. You hold a certain charisma that makes people listen to you.
6. **Sneaking.** You know how to make your way around things without being seen.
7. **Creating.** You've got the mind of a tinker, may the Impinito Diyos bless you. You're good at making things, repairing things, and probably dismantling them as well.
8. **Spirit-speaking.** Known as *Pagtatalo*, from the word "*Talo*" (speaking with spirits). You know how to speak with the spirits of the setting, the Diwata, usually. You might've been a Katalonan, or maybe you had some strange tech implant that allows you?
9. **Spouting Knowledge.** You're damned smart, you know how to work with research papers, with aklat-holo (books that are connected to the Lambat), and other lore needed stuff.
10. **Finding.** You're good at spotting things, at finding things, at making sure no rock is unturned.

11. **Talking.** Hey, you're pretty good at talking, but sometimes people can't trust you with that silver-tongue of yours. Are you really telling the truth?
12. **Moving.** You're pretty damn good at moving around, getting around obstacles with your hands and feet. Parkour! As they say.

Who or What is the Most Important To You? This defines a thing that you value, and doing things for or in protection of them is something that drives you forward. This can be a person, thing, or even a principle. Define who or what it is, choose one below, or roll a 1d12:

1. **Your Brother/Sister.** You love your sibling with all your heart, and would do anything for them.
2. **Your Weapon.** Your weapon has been your constant companion. You wouldn't know what to do without it.
3. **Your Significant Other.** You have a significant other, and you'd do anything for them.
4. **Your Father/Mother.** Your parents raised you right, and you want to make it up to them. You treasure them above all else.
5. **Your Church.** Your religion and faith is the most important thing to you. Sometimes this might get you into some spats, but more or less, you wish to be respected for expressing your faith.
6. **Your Child.** You have a son or daughter, and they are the most important thing to you.
7. **That No One Dies.** You have the ideal of no one dying, as much as possible. This pushes you to great bouts of heroism, altruism, and valor.
8. **Your Pursuit for Knowledge.** Nothing stops your pursuit for knowledge. You try to cram as much as you can into that brain of yours.
9. **Your Meka.** You treat your Meka like a best friend. It might even talk to you through your Kalagyo.
10. **Your Datu.** Like a true Maharlika, you put your Datu above all else, no questions.
11. **The Lakanate.** You are a patriot and Lakanist: you put the greater state above all else, and serve to protect its interests.
12. **Your Own Life.** Nothing is more important than you, and you hold that true, keeping yourself alive as much as possible.

Brotherhood

Brotherhood is the system wherein your Maharlika are connected together. Perform this during Character Creation. Treat these as triggers or flags: if something that is contextually related to your Brotherhood Bond happens, you must follow with what the Brotherhood Bond entails. When making a roll where the Brotherhood would be contextually appropriate or relevant, you may choose to invoke it. If you do, you may add X Suwerte to that roll, with X being the rating of the Brotherhood (1 - 3) (Hint: you can even do this while in Meka fights)

However, if you invoke this and still fail the roll, you cannot invoke that Brotherhood Bond until after you choose to do a “Forward My Brotherhood” Trade Activity wherein you showcase your insecurities. That Brotherhood’s rating also goes down by 1, and you gain +1 Pagsasapi Points, as the Kalagyo gains larger control over you as a fraction of your humanity slips. However, if you succeed, you lose 1 Pagsasapi Point.

When creating a Brotherhood, player buy-in is integral. Maharlika are highly dramatic people. Predictable, if a normal person was suddenly thrust into the forefront of advancement, progress, and war; and implanted with a god-being in their brain.

During Character Creation, perform the following steps:

The Arbiter chooses on player, and then the player either chooses or rolls a 1d10 below. They may also choose to just create their own bond. Whichever you do, ask that question to the player to their immediate right, and that player will answer. Then that player does the same as the first, asking the one to their immediate right. Do this in sequence until all have answered a question.

Brotherhood Questions:

1. I think I’m in love with your sibling or friend, do you know this? What do you think of it?
2. I think I’ve seen you before. Do we know each other?
3. We had a relationship before. What happened to us? Do you want to repair what we had?
4. We’re siblings. What do you hate about me?
5. We’re rivals. Where did we first meet and why do we have such a rivalry?
6. I hate you. What did you do to make me hate you?
7. I’m in love with you. Do you know this? What do you think of it?
8. We were childhood friends. What was your favorite memory of us?
9. I look up to you. Why is that?
10. I look down on you because you did something I didn’t like. What was it?

Brotherhood Arcs

Each Brotherhood Bond does not last forever—they are usually eventually closed off, becoming history. Not always, but usually. After every mission, you can choose to perform the Trade Activity “Forward My Brotherhood”. If you do, you and the other player must both agree to it. A Brotherhood Arc ends whenever you manage to raise a Brotherhood rating up by 1 once it was already at a rating of 3. if you do, that Brotherhood is Fixed, and it does not go lower anymore, as you’ve solidified your relationship with that player character. You can still invoke a Fixed Brotherhood.

Equipment

As a Maharlika, even outside your Meka, you are expected to be able to protect yourself and be useful. The following are your equipment. Always remember that this equipment is used by your Maharlika, and not by your Meka.

Human Weapons: (Feel free to customize and personalize) You get both of these:

- **1 Melee Weapon:** Deals 2 damage. Choose if it deals material or energy damage. Must be near the target to use. Melee.
- **1 Ranged Weapon:** Deals 1 damage. Choose if it deals material or energy damage. May be used from afar. Ranged.

Armor (Choose one:)

- **Feathersuit:** 5 speed. +1 Suwerte if evading. 1 Toughness.
- **Electronic Suit:** 4 speed. +1 Suwerte when rolling something technology related. 1 Toughness.
- **Katalonan Cloak:** 3 speed. +1 Suwerte if conversing with spirits.
- **Hardsuit:** 3 speed. 2 armor.
- **Flightsuit:** 4 speed. When you stride, you may fly, although you must finish your move on land.
- **Shadowsuit:** 5 speed. +1 Suwerte if you move sneakily.
- **Ceremonial Suit:** 3 speed. +1 Suwerte if you're pulling rank, showing that you're of a higher rank than who you're talking to. Maharlika are pretty high up in the social echelon, after all. 1 Toughness.

Gear (Choose 3 or roll 3d20):

1. **SEEING Tawas:** Dab the powdery white substance onto the backs of your eyelids and you'll be able to see Diwa Beings for 10 minutes.
2. **SD-SK LUNAS: Stitch:** The LUNAS line are battle-meds made of state-of-the-art tek for the Maharlika. Made by the SD-SK for their mid- and front-line forces. If applied to a wound of an ally, you may restore all their ST. 3 uses.
3. **SD-SK LUNAS: Stand-Up:** You may use this state-of-the-art medtek on a person or ally that has lost all ST. You may make them stand and restore ½ of their ST. 1 use.
4. **KOMSA Lampara:** A lamp powered by Gahum, created by the KOMSA for recon. Creates a cone of light up to 60 feet in front of you.
5. **GHW-S CAMPING SET:** Important for land operations. Made free for use by the GHW-S for harder terrain and planet missions with dangerous environments or without a safe outpost. Used when you rest. If you rest, no events will happen to you, and you get a +1 Suwerte bonus to one Maharlika action after this rest. This Suwerte lasts until you use it or the next rest/Repair.
6. **KOMSA Sabwat:** The Sabwat is a drone that has a diwata Chained within that can be given orders. Created by the KOMSA to conduct intel operations. You may deploy this whenever you want and may send it to a place up to 180 feet away, to receive visual and auditory information.

This cannot interact with the environment.

7. **SD-SK PERSONAL GRENADE:** You may throw this up to reach 10. All within Burst 2 of where you threw this grenade is hit and suffers 2 damage. 2 uses.
8. **SAKO REFRACT Mantle:** SAKO is a subsidiary corporation of SD-SK that specializes in Maharlika and other human-sized weaponry. The Mantle line are cloaks worn over your equipment to give an effect. While worn, the REFRACT bends light around you making it so you're invisible. You gain +1 Suwerte if you move stealthily. Can only be used once per Repair.
9. **SAKO ADHESIVE Mantle:** Made by SAKO as well. A mantle with a tough adhesive from treesap from the Planet of Ranao. When worn, you may cling to any surface, even horizontal or vertical.
10. **GHW-S EZ BANIG:** A sleeping bag with restorative properties made from abaca, a hemplike plant used for bags and other items. Can be used when resting or a repair. You have +1 Suwerte to your next Maharlika roll because of the nourishing sleep.
11. **GHW-S Dambana Staff:** You may strike the earth and connect with the Diwa or Lambat. When you activate this by sticking it into the land, Diwa entities within 100 feet can be seen by all.
12. **Makiling Builders Mechanical Arm:** A mechanical arm connected to your suit made by Makiling Builders, an independent company specializing in urban construction and warfare. This works like a true arm.
13. **KOMSA Sound Systems - JAM:** This can play any music you want. Always connected to the Lambat. Can stream anything from KOMSA's JAM frequency.
14. **RemSau Jetpack:** If you move, you may fly, but you must land by the end of your movement. The jetpack is crafted by RemSau, a conglomerate company of Remundo-Saut, which focuses on space expeditions, construction, and defense.
15. **KOMSA Universal Translator:** KOMSA collected more than 1000 languages for their Universal Translator. You may understand any language, whichever it may be, within the Archipelago.
16. **KOMSA Lambat Mini-Balete:** Using the most high-tech equipment of KOMSA, they created a smaller Balete, a tower of Lambat. This may be used like a smaller Balete, if you are in a place without connection to the Lambat. This has a battery of 24 hours, however.
17. **LS Panuos Dala/PaDa:** One of the ingenious creations of the Lakanate, it is otherwise known as a portable computer. It is a small black rectangle that works like a smartphone, which can be used to interface with the Lambat. Using this, you have access to the Lambat, although this requires a nearby Balete.
18. **LS Lipat Panuos/LiPa:** A more powerful computer, akin to a laptop. This is a wide black slab that projects a holographic screen. When used for technological activities, you have +1 Suwerte on the roll, according to the fiction.

- 19. GHW-S Juramentado Opium:** Made by GHW-S for their shock troops only. Once ingested, it immediately takes effect. They are possessed with the spirit of violence. They will attack those closest to them. All rolls concerning violence have a +2 Suwerte and they have 3 Toughness. After 30 minutes, the effect fades, and the ingester falls to 0 ST and loses consciousness.
- 20. GHW-S TATAG-ABAKA Rope:** This is an abaca rope that is 50 feet long. This can carry Meka from Size .5 to 2.

Additional Things

Utang is the measure and limit of debt you have toward a certain Corporation. **Sikat** is your measure of fame and popularity amongst the Megacorporations. You begin with 3 Sikat for each of your Megacorporations. Sikat is the limit of Utang you can gain before you start getting consequences.

The **ST** of a Maharlika is at 3. Speed is dictated by their armor.

YOUR KALAGYO

“Basically, the Diwata are spiritual beings. They reside within planets, within those nature’s trees, lakes, seas, clouds, and skies. They may take on the form of animals, or people, or be cloaked with their specific element. Basically, they are within everything.

They are hyper-intelligent god-beings in the reality of Diwa. One important trait of theirs is their inhumanity. Their knowledge is vast, and their thinking is different. Usually, one needs to give them offerings, conversation, and worship to not be the subject of their ire, for that is what they need.

They are the representations of the Diwa and Nature itself.”

Firstly, you need to know who your Kalagyo is. The Kalagyo is a chained Diwata, one that has three functions: *serve the Maharlika, maneuver the Meka, and operate the Diwal Systems.*

You have freedom here to create and define who your Diwatang Kalagyo is. If they’re a diwata of anything (War? Intelligence? Storms?) or not. Then choose their Principle, according to their personality. Then choose a Trait from that Principle.

Always remember that Diwata are attracted to people that are similar to them, so take into account your Maharlika’s personality or background when defining your Kalagyo. They will most likely be a reflection of that.

Define what form they take shape in, how they manifest, what their name is. The Kalagyo is the activating mechanism for the biomechanic mass that is your Meka, as well as the interpreter of commands into systems. The essence of your Kalagyo uses Gahum from the Gahum Reactor, which can be found in the Meka near where the liver would be in a human. Within the Arkipelago, the liver is believed to be the seat or fount of power, like the heart in western cultures, and because of this, it’s also a much coveted delicacy within animals.

Once you’ve defined your Kalagyo, the personality of your Kalagyo is usually determined by what **Principle** you choose for them (sometimes the other way around). Choose a Principle for them below, and then choose a **Kalagyo Trait** for them. The Kalagyo Trait is the trait of your Kalagyo that gives powers and maneuvers to your Meka.

For every 3 successful missions, you may buy a new Kalagyo Trait, up to a maximum of 3 per Meka. You may only choose Kalagyo Traits from your Kalagyo’s Principle.

The Kalagyo Traits *only apply to Meka Violence.*

VIOLENCER: Focused on dealing damage to a victim. Usually Violencer Diwata are Diwata of Weapons, Warfare, Murder, and many more. Choose one Kalagyo Trait:

- **Oryol's Many Heads:** If your target is Flanked, you may deal +2 DAMAGE.
- **Insignia of Apolaki:** In your Activation Phase, you may choose one enemy. If you attack that enemy, you gain +1 Suwerte. This bonus disappears in the Upkeep Phase.
- **The Tiktik's Drink:** Once per Round, if you hit one enemy, you may recover 2 ST.
- **The Tikbalang's Swiftiness:** Once per round, if you hit an enemy, you may Disengage.
- **The Hunt of the Aswang:** If your target does not have anyone next to them (other than you), you may deal +2 damage when you hit.

SUPPORTER: The supporter, buffer, and usually healer of the team. Usually, Diwata of Medicine, Healing, and Nature. Choose one Kalagyo Trait:

- **The Emanation of Saint Luna:** All your allies gain +1 Suwerte when attacking while adjacent to you.
- **The Tactics of Saint Datu:** In your Action Phase, choose one ally in Reach 5. They may choose to Use a Violence AGIMAT or Stride.
- **Macnitum's Grace:** In the Upkeep Phase, you may choose one Meka in Reach 5. Their next attack has +1 Suwerte.
- **The Guidance of Gumamela Celis:** In the Upkeep Phase, choose one enemy. The next attack against them has +1 Suwerte.
- **The Healing of Azcarah:** Twice in one Encounter, you may use a Buff action to one ally within Reach 10. You may choose to give the normal benefits of Buff, or you may make them restore 3 KT.

RULER: Weakener andcrippler of the enemy team. Ruler Kalagyo are usually Diwata of the Sun, Ruling, and Administration. Choose one Kalagyo Trait:

- **The Castigation of Queens:** Once per round, if one enemy has Suwerte within Reach 10, you may give them +1 Malas as a Reaction.
- **Kings Bow Down:** Once per round, if you hit an enemy, you may perform Spiritual Warfare. If you hit, that enemy is Prone.
- **Luzbel's Command:** Once per round, in your Upkeep Phase, you may choose one enemy. Whoever hits that enemy deals 1 [AP] bonus energy damage. This bonus lasts until your next Upkeep Phase.
- **The Manananggal's Curse:** Once per round, if one of your attack misses, you may choose one enemy within Reach 5 from the first target and attack them with the missed attack, as long as

they are within range. You still have to roll for the attack.

- **Malignant Earth:** As an Action in your Action Phase, you may create a Burst 1 within Reach 10. All those that pass, begin, or enter that Burst 1 are Slowed until your next Upkeep Phase.

DEFENDER: The savior, usually in the frontlines, saving their allies using their skill and body. Defender Kalagyo are usually Guardian Diwata, Diwata of Death or Travels, as well as Diwata of Boundaries. Choose one Kalagyo Trait:

- **Hear the Song of the Weapon:** If you hit a Marked enemy, you may Push them 1 space away.
- **Retribution of the Spirit-Warriors:** If one ally within Reach 5 is hit by an attack, you may stride toward the one that hit your ally as a Reaction and may attack.
- **Hall of God:** You have +2 Toughness.
- **Mark of the Guardian:** If you attack an enemy, hit or miss, you may Mark them. The Mark vanishes on their next Activation Phase.
- **Holiness of War:** You may roll a Safety Systems roll during your Activation Phase.

MEKA CREATION

MEKA Creation is the first step to becoming a full Maharlika. Once your character becomes an official Maharlika recognized by your corporation, you must create (or find) your own Meka. Your Corporation pays for the initial fees and first 4 parts.

1. **Meka Skills:** Begin with +1 to two Meka Skills.
2. **Baluti:** Choose one Baluti. **Baluti** is the Bisaya word for “armor”. This acts as your Meka’s main chassis and frame, upon which AGIMAT are attached.
3. **AGIMAT:** Choose 4 Agimat, 2 from your Baluti or Lakanate Systems, and then 2 from anywhere else (including your Baluti or Lakanate Systems again). This does not incur Utang. Also, know the limit of your AGIMAT Slots. You cannot equip a number of AGIMAT in a specific slot more than what is listed with your Baluti.

MEKA SKILLS

The four traits of a Maharlika that are important in piloting a Meka and fighting using a Meka are the following: **COORDINATION**, **MANEUVER**, **FAITH**, and **MECHANICS**. These begin at +0 and go up as far as +5.

Meka Skills are added when making a Skill Check. These are kinds of checks that involve the Maharlika’s ability to control, maneuver, and pilot their Meka rather than a Trait that they possess.

When told to make a Skill Check, roll a d20 + the Skills rating and see if it is equal to or higher than the Difficulty Rating, which is usually 10 unless stated otherwise.

- Your **COORDINATION [CRD]** is the coordination of your Maharlika while piloting the Meka. **You add this to your attack rolls. Every 2 points of CRD adds +1 to damage dealt by your Violence AGIMAT.** Outside of combat, you roll this if you need to move things, if dexterity is important, or if you need pure force or strength in an activity.
- Your **MANEUVER [MVR]** is the Maharlika's ability to move their Mech. **Add this to the Meka's Evade. Every 2 points adds +1 to Speed.** Outside of combat, you roll this if you need to evade dangers, move quickly, or move stealthily.
- Your **FAITH [FTH]** is the strength of your spirit and belief and connection of the Maharlika to the Diwa, to their Kalagyo, and to the Systems of their Meka. **Add this to your Spiritual Warfare rolls and Resolve, and every 2 points adds to your Reserve Gahum (RG).** Outside of combat you roll this if you need to use systems to scan a place, or use the systems of your Meka in general, scanning other kinds of Spiritek. Faith is important.
- Your **MECHANICS [MCH]** is your expertise and knowledge on mechanics, engines, and the tech of your Meka and other kinds of technology. Mechanics is important to know where the Meka is most robust, or powerful, and you can use that knowledge to strengthen it even further. **Add this to your Toughness, and every 2 points of this adds 1 point to your Stability (ST).** Roll this if you need to push your Meka past its limits, if you need to endure dangerous conditions and statuses, or if you have to rev up and use your Gahum Reactor.

During Character Creation, you begin with +1 to two Skills in the beginning, and then you may raise these later, as Trade Activities.

SAINT/DEVIL WEAPONS: THE MEKA

The MEKANISADONG SANDATA (MECHANIZED WEAPON), or Meka, is a kind of weapon that may be worn like the armor of a warrior. Mech use flourished during the time of expansion, when journeying past the Horizon was important. There, away from the Life Rays of the Banwa, the Center of the Universe, they struggled with the dangerous, violent, and foreign planets that they encountered. The greatest scientists, mechanics, and shamans quickly built a suit of armor made of steel, ironwood, and bamboo. This first suit was called the Mechanized Suit: MEKA-0, almost 20 feet in height. This was the first Meka, although it didn't need a Gahum Reactor nor a diwata to be used. The MEKA-0 was piloted onto the planet "Kapitbahay". There, the mission succeeded. MEKA-0 was not destroyed, and was able to endure the violent environment, kill local behemoths, and most importantly of all, find a new kind of resource: **Luzbel**. Luzbel is a kind of mineral that looks partly steel and partly wood, and pulses with a color that changes whenever it is possessed by a Diwata. This is a material that is sturdier, lighter, and more malleable than titanium and steel and it has a special connection to the Diwa. Luzbel can then be mixed with stone, iron, or mangkono (ironwood) to create Neobato, Neosteel, and Neomangkono, exponentially sturdier and stronger versions of the original material. Using this, the NEO-Gen Meka were born, allowing lighter yet sturdier Meka and letting the Meka become more powerful than ever.

The new generation of Meka was supposedly too difficult to pilot with normal piloting procedures and skills. There was no motor systems capable of moving quick enough to take advantage of the newer, lighter yet more durable Meka. The new generation of Meka were still walking tanks, shaped like humans. There was no motor or engine that was able to output enough energy to quicken the Meka...

Until the Diwata came. The first Diwata that fused with a Maharlika, the first kalagyo that then possessed the systems of the Meka (since the Meka was technically made from very natural

resources) was found during an event in a far off planet, where a Maharlika almost died fighting a behemoth.

There they found that a Diwata--one of these hyper-conscious, transcendent nature god-beings--were the answer to piloting the system, while the Maharlika piloted the Meka. The diwata fused with the Meka, allowing it faster movement, maneuverability, and increased durability. The catch was: the Meka had to retain a humanoid shape, as the Diwata was connected to the Maharlika, and a Maharlika was still human, and thus moving a human-shaped suit was easier.

To power the intense functions of a Diwata, savants and shamans worked together and created the GAHUM REACTORS: engines that used Gahum (the energy of possibility, which can only be found in two places: within newly formed stars, as its residue, and within the hearts of exploding suns) to produce the massive amounts of energy needed, which was then harnessed by the Kalagyo (the Diwata Chained to a Maharlika) and used to power the Meka. Thus came the new age of pilots, that needed both a Maharlika, a Kalagyo, and a Gahum Reactor. This new breed of spirit-warrior pilots were called NEOs.

The new generation of Meka was feared on the battlefield. Usually, they can be immediately sensed by sensors and radars due to the Gahum Waves that are released every time a NEO appears. They are feared as well because of their quickness and liveness, as if they were the armor of a war god. A true mechanized weapon.

Every move, every twitch, of the Maharlika, is followed by the Meka. The Diwata is the Soul of the Meka, and it is one with the soul of the Maharlika. That is a NEO.

In the end, the MEKA-0 disappeared (although the creation of Mass-Balutis, mechs without a diwata or a gahum reactor that were easier to build, but slower than a NEO, still continued, marketed until today as Mechanized Workers) right as the Maligno, alien beings from the darkness of the Horizon, arrived. There, the NEO were put to the test. The first Maligno War began, where breakthroughs in Meka construction happened and the Maharlika multiplied as pilots of these Meka.

Eventually, Humanity won against the Maligno and drove them back to the darkness they came from. Mechs were now important in solving problems within the Archipelago, to halt its slowly impending doom, thanks to the end of the Second Lakanate.

Of course, the boom in Meka construction happened during the First Corporation War, when there wasn't a paramount government, that happened 200 years ago. Here each corporation created their own Mekas, until only 4 corporations reigned supreme. These would eventually become the Megacorporations of the current era: SD-SK, KLL, GHW-S, and KOMSA.

Due to their design, which usually reflects the personalities and beliefs of the Megacorps, it is not uncommon for people to actually worship the Meka as walking idols. They wouldn't be wrong, especially since one does need a diwata to pilot a NEO properly.

How are they made? In the new age, the new way of creation is through the use of Altar-Factories. The Altar-Factories are both Meka construction sites as well as ritual sites for new Meka and Diwata needed to power these Meka. It is a factory because this is where equipment and baluti are formed, but they are also altars because they perform rituals here to rechain unchaining Kalagyo, as well as to perform rituals to transmute Gahum to **Diwanites**, programmable matter that is used to craft Mekas wholesale, with resources coming straight from Gahum mines, Diwata, or (more darkly) other living beings.

Each Megacorp sports different Altar-Factories.

- **SD-SK** Altar-Factories are huge weapon bases, filled with military personnel and commanders, with a very industrial look.

- **KLL** Altar-Factories are actual cathedrals and basilicas with mechanised arms and robots that perform the heavy labor.
- **GHW-S** Altar Factories are groves and spirit shrines deep in the forest, around powerful loci of power such as strangler figs, large boulders, or sacred lakes, and they have wooden automata helping their work.
- **KOMSA** Altar-Factories are bleeding edge warehouses and facilities filled with servers, blackglass, and mirrorshades.
- **BA** Altar-Factories are strange, throbbing churches and cathedrals of life and mass. Usually they are similar to bee hives, with hexgons as compartments and shelves and rooms, with bright gold “honey” flowing through and powering them. You swear you can hear a heartbeat somewhere.

Usually an Altar-Factory is where new AGIMAT are made. When one new piece of equipment is made in a Altar-Factory, its essence can be copied into the Diwa through the Lambat. Because of this functionality, they created **Printers** that can print out new equipment wholesale using only the encoded rituals within it to use the Diwa Particles to form an entirely new piece of equipment. A Printer usually only needs maintenance every month, by a Katalonan, because if not, the Printer might explode or get destroyed by diwata.

It is important to note that a Printer can only print something that has already been created in an Altar-Factory in the past. New equipment cannot be printed. Also, large Printers cannot be created because the Diwata become hostile at something so large taking advantage of the bones of reality. Because of this, **all Printers can only print AGIMAT**. A new Baluti requires an Altar-Factory.

A Meka has the following Traits:

- **ST:** Stability, the structural integrity of your Meka.
- **RG:** The reserve power of your Meka.
- **Toughness:** Your Meka’s durable armor that covers its structure. This is spent 1-for-1 to cancel out each point of damage inflicted upon you.
- **EVADE:** The ability of your Meka to avoid all sorts of physical attack and dangers.
- **RESOLVE:** The ability to resist Spiritual Warfare and other attacks upon your Meka’s spiritual systemic integrity.
- **Speed:** The number of spaces you can move usually, with Stride and Boost.
- **Baluti Traits:** traits unique to the Baluti you have chosen as a main frame.
- **Gahum System:** The special System that arises from your Baluti’s Gahum Reactor, unique to every Baluti. This is usually a hugely powerful explosion of power or skill.

AGIMAT

AGIMAT is an acronym that means “AKTIBONG GAMIT at ISIGANG MATeryales”, which translated means “Active Use and Dynamic Materials.” These are the modules, systems, protocols, weapons, mounts, ordnances, and other such equipment that a Meka can use, be equipped with, or swapped parts with. These are the things that give NEO Mecha their signature modularity. Each Megacorp creates AGIMAT for their Baluti, but because of the Law of Weapons, the Megacorps must share their AGIMAT with other Corporations. Because of this, NEO have the ability to mix and match and be more effective than before.

You begin with 4 AGIMAT that don't incur Utang to buy. 2 AGIMAT must be from your Baluti or Lakanate Systems, and then the other 2 AGIMAT can be from anywhere else.

There are four AGIMAT Types: Violence, Reactions, Support, and Movement. Each Baluti has slots that indicate how many AGIMAT of that type a certain Meka can equip during a single mission. They may swap equipped AGIMAT around during Maintenance.

Violence AGIMAT are usually weapon systems and mounts. The number of your Violence slots dictates the number of weapons you can carry onto the Mission. You can Ready the following Violence AGIMAT:

- One [PRIMARY] and one [OFFHAND]
- Two [OFFHAND]
- One [TWO-HANDED]
- [AUX] AGIMAT do not need to be readied to be used.

Reaction AGIMAT are systems and protocols that help with reactions, the twitches and movements of a Meka that move with its own sixth sense, thanks to the Kalagyo. Usually these are Protocols. Each Reaction AGIMAT is a Reaction unless otherwise stated in the AGIMAT itself.

Support AGIMAT are arguably the most numerous type of AGIMAT. These are the AGIMAT that strengthen and give utility to a Meka.

Movement AGIMAT are systems, protocols, equipment, and parts that give utility to movement, change one's mode of transport, or gives quickening skills to the Mech. Usually these change your lower chassis.

TAGS

AGIMAT have these following Tags.

- **[ACTION]:** You may use this as an Action in the Action Phase.
- **[ACTIVATION]:** You may use this during the "Use an AGIMAT" part of the Activation Phase.
- **[UPKEEP]:** You may use this during the "Use an AGIMAT" part of the Upkeep Phase.
- **[MISSILE]:** AGIMAT that have these Tags launch projectiles that you deploy on the battlefield on a space halfway between you and the target. The missile hits the target on the last portion of the Upkeep Phase. The missile is always homing, even if the enemy moves. However, the missile can be attacked, and has an EVADE of 10. If it is hit, it explodes and is non-effective.
- **[TRAP]:** AGIMAT with this tag must be deployed within its Reach. The effect of the AGIMAT is activated if one steps into its space or into a space adjacent to it.
- **[SHIELD]:** If the AGIMAT with this tag is Readied, all attacks against you have +1 Malas.
- **[ACCURATE]:** If you attack using this, gain +1 Suwerte to that attack.
- **[DIFFICULT]:** You have a +1 Malas when attacking with AGIMAT that have this tag.

- **[PUSH X]:** This AGIMAT pushes the target X spaces with every hit.
- **[SEEKING]:** Ignore cover and this attack may hit targets even without Line of Sight.
- **[AP OR ARMOR-PIERCING]:** One cannot apply Toughness to the attacks of the AGIMAT with this tag.
- **[BRUTAL]:** AGIMAT with this tag consider results of 19-20 as Critical, instead of just 20.
- **[SECURE]:** The damage of this AGIMAT never goes below 1, and will deal 1 point of damage even if it Misses. The damage from a miss does not get modified by anything, and will always deal 1 damage.
- **[PERILOUS]:** Spend 1 RG to activate this AGIMAT.
- **[RELOAD]:** Every time you use this AGIMAT, you must use an Action to reload before you can fire it again.
- **[COOL DOWN]:** All AGIMAT with this tag can only be used once before needing a Repair to be used again.
- **[LIMITED X]:** The X is how many times the AGIMAT with this tag can be used before needing to restock. Usually, you can only restock during Maintenance.
- **[AURA X]:** This creates a Burst X around the creator of the Aura. All those within the Burst are affected by the Aura's effects.
- **[PRIMARY]:** This AGIMAT must be Readied to be used.
- **[OFFHAND]:** You may Ready this AGIMAT even if you already have another Violence AGIMAT ready.
- **[TWO-HANDED]:** You cannot Ready other Violence AGIMAT if you Ready a Violence AGIMAT with this tag.
- **[AUX]:** This Tag is usually found on Violence AGIMAT. An AGIMAT that has this tag does not need to be Readied to be used. These are usually weapons mounted onto your chassis, such as shoulder rockets, chest missiles, wrist blades, etc.
- **[REACH X]:** This is the range of the effect of the AGIMAT. It affects all targets within Reach.
- **[LINE X]:** The effect of this AGIMAT affects ALL combatants within the Line. This creates a Line from the launcher which affects all those that are in the the Line encompasses.

- **[BURST X]**: All the targets within the Burst are affected by the AGIMAT. X is the number of spaces affected, with an origin starting from the player's space, spreading out in every direction.
- **[BLAST X]**: All targets within the Blast are affected by the AGIMAT. The X is the number of spaces starting from the origin, shaped in front of the launcher, with an origin starting from one side of a space or one corner.
- **[WATCH X]**: This is the range of which enemies can be affected by your Watchstrike. AGIMAT with the WATCH tag are the only AGIMAT that can be used to perform Watchstrikes.
- **[RANGED]**: The attack is ranged. You trigger a Watchstrike if you use this while adjacent to an enemy.
- **[MELEE]**: This attack does not trigger a Watchstrike.
- **[INNATE]**: AGIMAT with this tag do not need to be activated. They are always on.
- **[DRONE]**: AGIMAT with this tag can deploy Drones that do not count as Allies. They can be attacked. **All Drones have the following traits:**
 - 6 ST; EVADE 11; If attacking, +1 vs. EVADE. Deals 3 damage if it hits. FRAYING goes straight to ST. If deployed, choose one space within the Reach of the AGIMAT.

Reading an AGIMAT

The AGIMAT are formatted as such:

--

(TYPE OF AGIMAT) // (Name of the AGIMAT)

[DESCRIPTION AND LORE OF THE AGIMAT]

[THE TAGS OF THE AGIMAT]

[EFFECT OF THE AGIMAT]

--

LAKANATE SYSTEMS

The Lakanate manufactures its own line of AGIMAT, known as Lakanate Systems, or LS. This is the foundation of most AGIMAT going forward. If an AGIMAT does not meet the standards of the Lakanate Systems, they cannot be manufactured from Altar-Factories. When you buy an AGIMAT from LS, you gain only 1 Utang from the Corporation you serve under.

LS VIOLENCE AGIMAT

VIOLENCE // Machine Longknife

[REACH 1] [WATCH 1] [MELEE] [OFFHAND] [ACTION]

Deals 2 material damage.

VIOLENCE // Mechanized Sword/Hammer/Axe

[REACH 1] [WATCH 1] [MELEE] [ACTION] [PRIMARY]

Deals 3 material damage.

VIOLENCE // Giant Sword

[REACH 1] [WATCH 1] [MELEE] [DIFFICULT] [TWO HANDED] [ACTION]

Deals 5 material damage.

VIOLENCE // Mechanized Lance

[REACH 2][WATCH 2] [MELEE][ACTION] [TWO HANDED]

Deals 3 material damage.

VIOLENCE // Revolver Cannon

[REACH 5][WATCH 3] [MELEE][ACTION][OFFHAND]

Deals 2 material damage.

VIOLENCE // Mechpistol

[REACH 5][WATCH 1] [MELEE][OFFHAND][ACTION]

Deals 3 material damage.

VIOLENCE // War Shotgun

[REACH 5][WATCH 2] [BRUTAL][MELEE][RELOAD][ACTION] [PRIMARY]

Deals 3 material damage.

VIOLENCE // Mechanized Rifle

[REACH 15][RANGED][ACTION][PRIMARY]

Deals 3 material damage.

VIOLENCE // Mechanized Bayonet

[REACH 5][WATCH 1] [MELEE][ACTION][PRIMARY][RELOAD]

Deals 3 material damage.

VIOLENCE // Mechanized Lantaka Cannon

[REACH 10] [BRUTAL][RELOAD][DIFFICULT][RANGED] [ACTION][TWO HANDED]

Deals 5 material damage.

VIOLENCE // Lantaka Grenade Launcher

[REACH 10][RELOAD][RANGED][ACTION][TWO HANDED]

This creates a Burst 1 area of effect when it lands on a space or target. Roll the attack against all those within the Burst.

VIOLENCE // Gahum Gun

[REACH 10][SECURE][ACTION][PRIMARY]

Deals 3 energy damage.

VIOLENCE // Gahum Lantaka Cannon

[REACH 10][SECURE][RELOAD][PERILOUS][ACTION][TWO HANDED]

Deals 5 energy damage.

VIOLENCE // Missile Launcher

[MISSILE][REACH 15][RELOAD][TWO HANDED][ACTION]

If the attack hits the target, the missile explodes in a Burst 1 with the origin being the missile. All those within Burst 1 are affected. Deal 5 material damage.

VIOLENCE // Auxiliary Homing Mount

[AUX] [RELOAD] [REACH 5] [SEEKING] [ACTION]

On a hit, deals 1 material damage.

LS MOVEMENT AGIMAT

MOVEMENT // Speed Mechanics

Thrusters are connected to your Meka, pushing you using material force.

[INNATE]

You have a +2 to your Speed.

MOVEMENT // Flight Mechanics

Movement is valued within the Lakanate. These are connected thrusters and vents that propulse the Meka so as to avoid obstacles.

[INNATE]

If you Stride, you are considered Flying, but you must finish your Stride on the ground.

MOVEMENT // Propulsion Mechanics

A system important for miners of comets and asteroids so that they can move within 0G, now a staple of 0G Meka Loadouts.

[INNATE]

If you're in 0G, you can Stride your normal speed.

MOVEMENT // Overed Burst

Thruster engines are connected to your primary thrusters. When activated, this feeds additional Gahum to the primary thrusters to strengthen the propulsion exponentially.

[PERILOUS][ACTION][RELOAD]

You may use this after you Boost. You may Boost again.

LS REACTION AGIMAT

REACTION // KALASAG System

For the Lakanate, protection and safety of the Meka and Maharlika are important. The KALASAG system activates on a confirmed hit, deploying a hard-light shield to blunt the impact.

[LIMITED 3]

If you're hit with an attack, you may add +4 to your EVADE as a reaction. If your new EVADE is higher than the attack roll, you evade the attack entirely.

REACTION // Intelligentsia System

An AGIMAT that wraps the Meka in a disposable net. When it's hit, it suddenly covers your Meka, and then uploads the statistics of that attack to your system intelligence.

[COOL DOWN]

If you are hit by an attack, you may perform Spiritual Warfare against the one that attacked you. On a successful hit, you may add +1 Suwerte to your next attack against that enemy that attacked you.

REACTION // Revenge

An AGIMAT protocol that automates attacking one enemy that has dealt damage to your systems.

[COOL DOWN]

If you are hit, you may attack the one that hit you as a Reaction.

LS SUPPORT AGIMAT

SUPPORT // Hardness Mechanics

An additional Gahum Reactor is connected to your systems, giving additional strength to your Meka.

[INNATE]

You have +1 to your RG/Reserved Gahum.

SUPPORT // EXO-Carapace

A tough exoskeleton that creates a thick carapace around the baluti of your Meka.

[INNATE]

You have +3 Toughness. You may buy this AGIMAT more than once, up to a maximum of 3 times.

SUPPORT // PROGRAM: Lock-On

With this, you mark, you create a symbol that appears in the HUD of your allied Meka.

[REACH 10][ACTIVATION]

Choose one enemy. The next attack against them has a +1 Suwerte.

SUPPORT // System: HEAL

Additional tubes that pump new Gahum-rich fluids to your Meka to make sure restructuring is more effective.

[INNATE]

If you perform a Quick-Repair, you may also make a Safety Systems roll.

SUPPORT // RG ENERGY

Connected backup reactors make sure that you always have energy when needed.

[LIMITED 1][PERILOUS][UPKEEP]

Choose one AGIMAT that has a [COOL DOWN] tag (that isn't this AGIMAT). You may use that AGIMAT again.

SUPPORT // ATTACH HOOK

A hook that is latched onto one of your weapons. It deploys when you hit an enemy.

[LIMITED 2]

If you, you may choose to Grab the one hit until the next round's Upkeep Phase.

SUPPORT // Strength of Steel

Mechanics attached to the Diwa to restructure the Meka while on the move.

[COOL DOWN][UPKEEP]

You may perform a Quick-Repair during the Upkeep Phase.

THE BALUTI

Every Megacorp provides a chassis to their Maharlika. These are called Baluti. During Character Creation, choose one from the following list.

The Baluti dictates what your starting **Stability** and **Reserve Gahum** are, and your base EVADE, RESOLVE, Speed, Toughness, Size, and number of AGIMAT slots.

Every Baluti has slots of AGIMAT. This is the number of a certain type of AGIMAT you can equip during a mission, which is known as your **LOADOUT**.

Every time you buy a new AGIMAT that comes from your Corporation, you gain only +2 Utang. However, if you buy an AGIMAT outside of your Corporation, you gain +3 Utang. You only gain +1 Utang when buying from the Lakanate Systems.

At first, during Character Creation, you begin with 4 AGIMAT that you can buy for your Meka, which don't incur Utang. The first 2 AGIMAT must come from the Agimat options given by the Baluti you chose, or from LS. The other two can come from anywhere.

Every Baluti also has a GAHUM SYSTEM, a powerful core ability. You can only use this once per Maintenance. Usage of it returns after a Maintenance, when your Meka's Gahum Reactors have stabilized.

THE FIVE-PETAL GUMAMELA: THE FIVE MEGACORPORATIONS, FORGER OF MEKA

In the current times, Time of Darkness 10, or TiDa 10, the true leaders of humanity in Arkipelago are the four Megacorporations. They are different from normal, economic corporations, because thanks to their size and strength, it wouldn't be wrong to call them nations on their own right, thus it is common to call them "Corpo-states" as well. They have their own little regions and provinces where people live as part of their **mandala**, their political and economical hold within the galaxy. The mandala is their sphere of influence within the galaxy of Arkipelago. Here the people work, under the Corporate Laws of the Megacorps. The leaders of the Megacorp are called the **Paramount Datu**, the greatest of the Datu that lead the entire Megacorp. Below them are the **Datu** that can own mere planets to entire systems. Below them are the local nobles, the **Maginoo**: the ones born into power, privilege, and money. Beneath them are the **Maharlika**, the players, who work dangerous jobs in service of a Datu, or a Maginoo, or even an Alipin that they wish to help. Beneath the Maharlika are the **Alipin**, the servile class, the working force, the proletariat.

Every Corporation implants their own little quirks and traits into the Baluti they forge. When creating a character, choose a Baluti from the following list. The images of the following baluti are not what they actually look like, but are simply previews of what you can do with them. Think of them as preloaded kits.

All the Corpostates serve (even if they aren't directly under the Lakanate) the Lakan of the Lakanate. They are the Paramount Datu, in a sense. Because of this, the directives of the Lakanate override the directives of the Megacorps. Of course, this isn't *always* heeded.

As a Maharlika, during character creation, you may choose which Megacorp you serve. That is the privilege of a Maharlika, after all. You may switch your loyalties, although loyalty to a single Megacorp is highly valued. **Whenever you switch Megacorp loyalties, you gain +1 Utang to your old Megacorp.**

Each Megacorp have personalities and design sensibilities when it comes to manufacturing baluti and constructing Meka. In summary, these are what each corporation has to offer:

- **[SD-SK] SANDATANG SANGKATAUHAN, WEAPON OF HUMANITY** - The military, the police, and the warriors. They have practical, front-line, and sleek-military styles.
- **[KLL] KORPORASYON NG LIBONG-LINTI, THE THOUSAND LIGHTNINGS CORPORATION** - The technopriests, technoshamans, and technomystics. They are the suppliers of Gahum Generators to colonies and planets. Their Meka are divine, majestic, sacred, and colorful.
- **[GHW-S] GINHAWA-SIBOL, RELIEF BLOSSOMS** - The Union of workers, social workers, farmers, and more. They are the ones that supply food to the galaxy and licenses for work. Their mechs are connected with and related to nature, weird, and usually even organic.
- **[KOMSA] KOMPANYA NG KOMUNIKASYONG SAPOTSPIRITU, THE COMPANY OF SPIRITWEB COMMUNICATIONS** - A gathering of hackers, technocrats, and even shamans uninterested in the KLL, they are the ones that erect the Balete needed to access the Lambat. Their Meka are the weirdest, usually made partly within or of the Diwa. Their Mechs are ethereal, ghostly, and have a "punk" aesthetic.

- **[BA] BAKUNAWA ARMASAN** - Bioscientists, researchers past the Horizon, and xenobiologists, they are the ones given express permission by the Lakanate to collect resources from the Horizon and bring it back to the Lakanate. Eccentric ones. Their Meka usually fuse Luzbel with organic parts, such as bones, muscles, webbing, and insectoid carapaces.

[SD-SK] - SANDATANG SANGKATAUHAN

Translates directly to “Human Weapon” or “Humankind Weapon”

“Reach Heaven for the Lakanate.”

A powerful corporation, they are one of the first Megacorps ever built due to them having to create weapons to battle the Xenobeings from the Horizon. They are the prime creators of the “salimbal”, the starships made of neomangkono, carbon steel, and powered by Gahum. They are under the Lakanate.

The SD-SK have been around since the Second Lakanate, but they weren't their own thing. They were simply the military arm of the Lakanate. They only truly became a Megacorp during the Third Lakanate, where they also began to become drunk with power.

In recent times they have been enacting OPLANs, strategic plans for military actions. These OPLANs in truth have become ways to control, subjugate, and kill any political opponent and demographic they just so happen not to agree with. One of their most destructive OPLAN was the OPLAN LINIS, where they destroyed entire planets deemed “unfit to save” that were home to millions of Alipin, just so that they could create Space Colonies in their place and enlarge their Mandala.

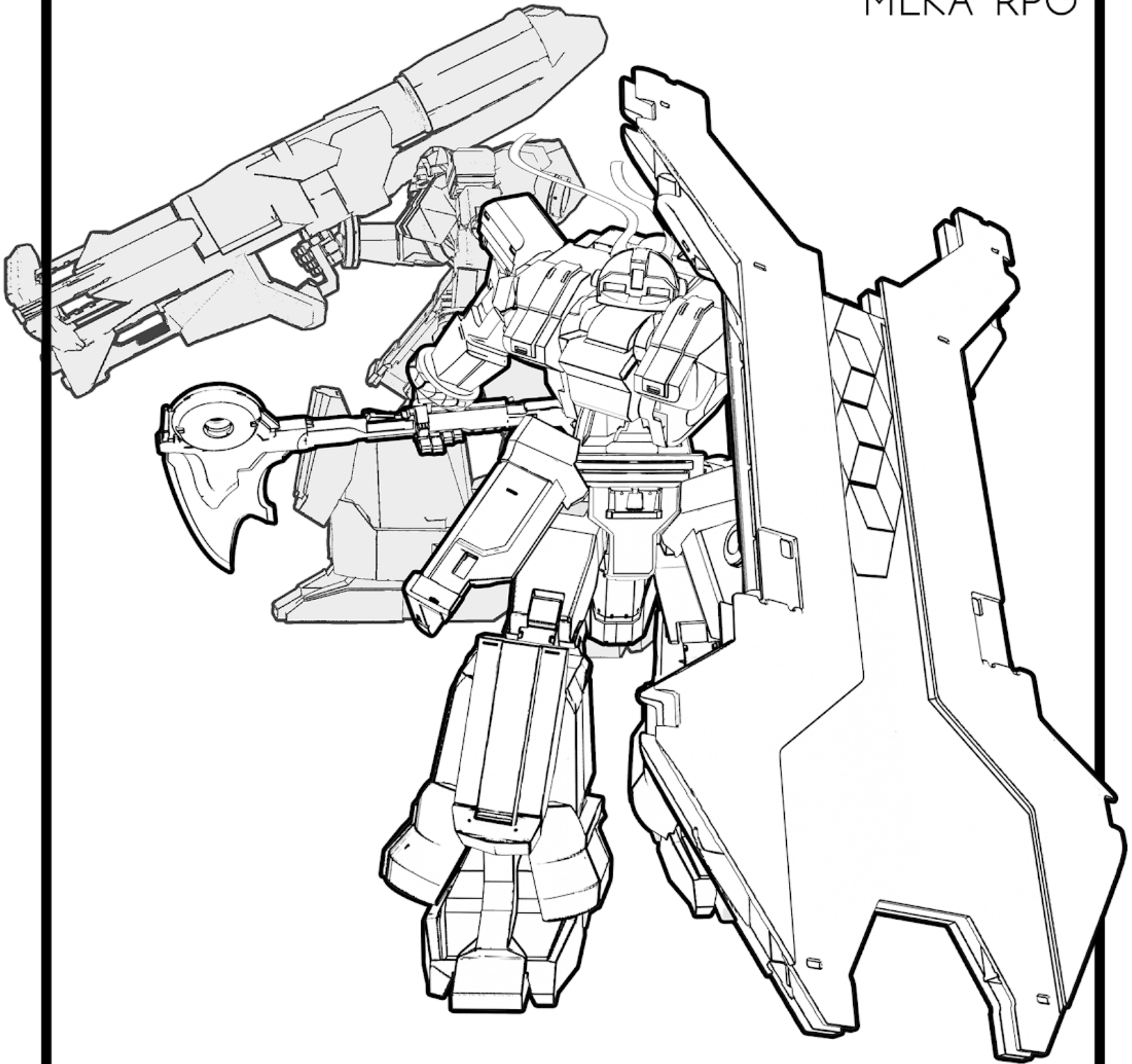
Due to the machismo and the masculine culture of the Megacorp, you're expected not to talk back against your boss and to endure all kinds of pain, which can lead to corruption. As long as you follow the higher-ups, you're fine. If not, you're better off dead... But those are just rumors from different parts of the Galaxy. Until now, they are the brave defenders of mankind, saviors and enforcers of the law.

SD-SK follows a strict and rigid hierarchy, with the Paramount Datu acting as a Commander-in-Chief, and all Maginoo, Maharlika and Alipin having to answer to the Datu of their own sector, system, or planet. Military callsigns and titles are popular, but along with this comes a very brotherly kind of affection and treating toward each other.

Their mechs are focused on close-quarters combat. Mostly very tough and made for war. Large and not a lot of care for designs and other frills. Their designs have been called “sheer-practical.” Rectangular platings, angular silhouette, and sleek-military designs.

Their Paramount Datu is Datu Prakash Arsiya, a warrior that has been alive for more than 500 years and has survived both the Maligno and Corporation Wars. He seeks to strengthen SD-SK's hold on the Lakanate and eventually, become the Lakan himself.

MAHARLIKA
MEKA RPG



SD-SK BAGANI **ഭാഗനി**

CLOSE COMBAT NEO-GEN MEKA

RAY AXE, MAGNET SHIELD, ENKANTADA LANTAKA

SD-SK BAGANI

The BAGANI is one of the first and most dependable baluti. Manufactured during the first invasion of the Maligno, this was the primary frame used by brave Maharlika of the SD-SK against the Maligno and hostile Megacorps. This became a symbol of NEOs since they were the first ones to go to the frontlines. In fact, because of the BAGANI's fame and stability in its design, the mass-produced combat Meka units, the PAKIL, are patterned after the design and loadout of the BAGANI.

Size 1 | ST 15 | RG 4 | TOUGHNESS 5 | SPEED 4

EVADE 10 | RESOLVE 8

Starting Slots

VIOLENCE 3 | REACTION 2 | SUPPORT 1 | MOVEMENT 2

Traits

THE ORDER OF THE BLADE: All attacks made using Violence AGIMAT have a +1 bonus.

KING OF COMBAT: If your Watchstrike hits, the target is Immobilized.

Gahum System

CRY OF REVOLUTION TO REALITY

The BAGANI balutis are usually outfitted with the APOLAKI PROTOCOL, which sends out waves of Diwa Frequency which seeks out every enemy in the combat vicinity and then issues a KILL ORDER... a kill order directed at the BAGANI's foes.

During your Upkeep Phase, you may activate this. Mark all enemies within the battlefield. That Mark lasts until you attack that enemy.

THE AGIMAT OF THE SD-SK BAGANI

VIOLENCE // Ray Axe

This is a baton that has a mini-Gahum Reactor within. When activated, a magnetic field in the shape of an axe is created, and Gahum is released. The magnetic field shapes the Gahum to create the Ray Axe, an axe with a blade as hot as the heart of a dying star. This became an important weapon against Maligno and other Meka, since its blade can cut the tough exoskeleton of the Maligno and the neomangkono/neobato bodies of the NEOs.

[BRUTAL] [MELEE] [WATCH 1] [SECURE] [ACTION] [AP] [PRIMARY]

3 energy damage.

VIOLENCE // Magnet Shield

The newest model of the KALASAG Unit, used when fighting heavy Maligno. It is outfitted with a repulsor magnetic field used to push and establish positioning in combat.

[OFFHAND] [MELEE] [WATCH 1] [PUSH 1] [SHIELD]

2 material damage.

REACTION // PROTOCOL: EYE FOR AN EYE

A protocol created by the commanders of SD-SK, it installs automatic mechanics that move the Meka's weapon-appendage to deal damage in response to attempted hostilities against your Meka.

[REACTION]

Once per round, as a reaction, if you were attacked by a MELEE weapon but not hit, you may make an attack against that enemy that attacked you.

SUPPORT // PRESENCE SYSTEM

A system inspired by KOMSA Viruses, this injects a virus inside an enemy that override its system and forces it to move towards you.

[REACH 5][ACTION][COOL DOWN]

Slide an enemy in range 2 spaces towards you. If they end up in a space next to you, you may attack them. Until the next round's Upkeep Phase, your target can only attack you.

VIOLENCE // SD-SK ENKGANTADA LANTAKA

A HEAVY-grade weapon, used during the invasion of the Fortress of the Minamason Corporation. Dangerous to use, but hits hard, firing a huge cannonball of Gahum.

[REACH 10][PUSH 1][PERILOUS][TWO HANDED][RANGED][DIFFICULT][LIMITED 3][MISSILE]

This deals 9 energy damage.

REACTION // Program: Principle of Violence

Every attack can be a fatal stroke. This program covers your weapon with the ACCURACY WEAVE. This directs your attack and moves it, ever so slightly, to a more vulnerable part of your target.

[INNATE]

If your attack reaches 20 with bonuses (doesn't have to be a natural 20) treat the attack as a Critical Hit. Using a weapon with the [BRUTAL] tag doesn't affect the total required.

SUPPORT // BEHEMOTH-FORCE PISTON

The BEFO Piston is a system attached to the arms of a Meka. This is included in the HUNTER OF MALIGNO loadout line of the SD-SK. On a Confirmed Hit, this activates to let a repulsor field flow into the attack to push the target back.

[INNATE]

When you hit an enemy with a Violence AGIMAT that has [MELEE], you may push the target back 1d4 spaces.

SD-SK MANGANGASO

A Baluti built for combat within forests and other difficult terrain, it is known as SD-SK's Artillery line for use during the Megacorp Wars, especially with its MOBILE ARTILLERY mode which allows quick firing while mobile thanks to active smart-aiming. It has since become a staple of many official Lakanate organizations, and has been a symbol of military strength in adverse conditions.

Size 1 | ST: 11 | RG: 5 | TOUGHNESS 1 | Speed: 6

EVADE 12 | RESOLVE 6

Starting Slots:

Violence 2 | Reaction 1 | Support 2 | Movement 3

Traits

MOBILE ARTILLERY MODE - Activate during the Action Phase. Your Mech transforms into an Artillery mode, with its legs folded and its Ranged Weapons primed. While in this Mode, the MANGANGASO has +1 Suwerte to all Ranged Attacks, but cannot use Melee AGIMAT.

Defensive Movement - All Watchstrike attacks against you have a +1 Malas.

Gahum System

THE BOW OF GODS AND MUSES

A "bow" that is suddenly created by Diwanites when summoned, it is a superheavy weapon that needs to be stuck into the earth for stability. When the trigger is pulled, it charges up a huge and powerful lance of Gahum that destroys anything in its way.

Activate this during your Action Phase. You may only use this during Mobile Artillery Mode. You are Immobilized. You cannot use your Action and Upkeep Phase until your next Time because the BOW is charging. On your next Action Phase on your next Time, you may make an attack against an enemy in Reach 20, as you release a bursting Gahum-laser Arrow. This attack has +2 Suwerte. Deal 10 energy damage if it hits, or 5 energy damage if it misses, and Push the target 1d4 spaces.

THE AGIMAT OF THE SD-SK MANGANGASO

VIOLENCE // Bow of Amanikable

One of the most well known weapons from the MANGANGASO baluti line: a steel bow that has alchemical generators that emanate Gahum. This unit need no ammo: its arrows are made of Gahum.

[REACH 10][TWO-HANDED][RANGED][ACTION]

Choose: attack one enemy twice or 2 enemies once each. These are two separate attacks, so roll for each attack. Deal 2 energy damage each attack.

VIOLENCE // Knife of the Wind

"The primary thing you need to know to win in a fight: don't be scared to be dirty." - Trainings of Sage Antonio VIII

[ACCURATE][OFF-HAND][WATCH 1][MELEE]

This weapon can be thrown up to Reach 5 and make the same attack roll. It comes back after the attack. On a hit, this deals 3 material damage.

MOVEMENT // LAMBANA-UNIT HOVERSKATES

An installation of LAMBANA-Unit Legs that have hover-skates and leg-thrusters to increase distance covered.

[COOL DOWN]

Activate when Striding. You may Stride twice your Speed.

SUPPORT // Dog Program

The SD-SK's primary scout system: a deployable mechanical pet program, usually in the form of an animal, that follows your every command.

[COOL DOWN][REACH 5][DRONE][ACTIVATION]

Deploy this during the Activation Phase. During the Upkeep Phase, you may move this drone 6 spaces.

SUPPORT // Twilight Cloak

A cloak made with threads of the Lambat, which scramble the perceptive systems of enemy Meka.

[PERILOUS][ACTION]

On your Action Phase, you cover yourself in the cloak. You are Invisible until you attack.

REACTION // EVASION Wire

When your Meka suffers damage, a thick steel wire is ejected from a compartment behind it that impales the earth and then pulls you toward safety.

[COOL DOWN]

If you're hit by an attack, you may Disengage 1 space and attack whoever attacked you as a Reaction.

MOVEMENT // LUPANGLAKAS Neurosystem

With each step, neurolinks transfer Diwa from the earth to your Meka's system, which is then used to activate an alchemy engine to convert that potential energy and momentum into kinetic energy.

[INNATE]

If you Stride at least 3 spaces before you attack, you may add +2 to the next damage you deal.

SD-SK GERILYA

A Baluti hidden in the land. This is an ALL-TERRAIN CLASS Baluti manufactured by SD-SK to fight forest-adept Maligno and other kinds of dangerous terrain. The Gerilya is well made for the TERRAIN-SHIFT technology, which uses all kinds of Violence AGIMAT to create traps and change the terrain. This is a dangerous baluti to fight.

Size 1 | KT 10 | RG 3 | TOUGHNESS 3 | Speed 5

EVADE 11 | RESOLVE 9

Starting Slots:

Violence 4 | Reaction 1 | Support 1 | Movement 2

TRAITS

TERRAIN MODEL: Nature Trap: If you have a deployed trap in any space, once per turn, you may move that trap into another space within the Reach of the AGIMAT that deployed it.

TACTICAL SYSTEM: Guerrilla Tactics: If you hit with a RANGED Violence AGIMAT, you may Immobilize or Slow that target, once per turn.

GAHUM SYSTEM

TERRAIN MODEL: POWER SAPPER TEKNIKA

Using this, the OVERCHARGE TRAP systems are activated, found within the GERILYA baluti. It releases a physical virus from your traps, even those that are already deployed, which destroy and sabotage the machinery of all the units that trigger them.

During your Action Phase, as an action, you may activate this. All your traps (until the end of the encounter} also deal the Weakened status and FIRE 2 until the victim succeeds on a Safety Systems roll.

THE AGIMAT OF THE SD-SK GERILYA

VIOLENCE // TRAP-SNARE Launcher

This is a light launcher that deploys a mech-sized bear trap that immobilizes enemies.

[LIMITED 3][TRAP][REACH 10][RANGED][PRIMARY][ACTION]

Deploy the trap within a space in Reach 10. You may attack whoever triggers the trap. On a hit, deal 2 material damage and the target is Immobilized until they succeed on a Safety Systems roll.

VIOLENCE // FIRE-CLASS Trap

A launcher used to kill Maligno with tough hide, when triggered, it creates an explosion of flames that cling to whoever is hit.

[LIMITADO 3][TRAP][REACH 10][RANGED][PRIMARY][ACTION]

Deploy this trap in a space within Reach. When triggered, make an attack against them. On a hit, deal 3 energy damage and they have FIRE 3 until they succeed on a Safety Systems roll. If this is evaded, the target still suffers FIRE 3. Either way, this creates a Burst 1 centered on the trap that is considered difficult terrain until the next round's Upkeep Phase.

VIOLENCE // Terrain Clearing Weapon: ITAK

Basically a giant machete used to remove blocking terrain, now used to remove enemies.

[MELEE][WATCH 1][PRIMARY][ACTION]

3 material damage. The target is now Prone.

VIOLENCE // Vine Complex Launcher Mount

A trap used for retrieval missions. Once the Vine is latched on, it pulls them toward itself.

[TRAP] [LIMITED 3] [RANGED] [REACH 10] [PRIMARY] [ACTION]

A trap. Make an attack against the one that triggered it. On a hit, a wire is now latched on to them.

While the wire is latched onto them, whenever the target Strides, Boosts, or is moved, they are pulled 3 spaces back to their original position every Upkeep Phase, until they succeed on a Safety Systems roll.

VIOLENCE // Corrosion Pistol

This is a pistol that fires a bullet filled with corrosion particles that weaken the structure of an enemy.

[RANGED][OFFHAND][REACH 7][ACTION][SEEKING]

On a hit, deal 2 material damage. The target is also Exposed until the next Activation Phase.

MOVEMENT // Spider Mechanics

The lower part of your Meka is replaced with four arachnid appendages for easier movement through any surface. Created by the SD-SK for their sniper units and their greatest Guerilla units.

[INNATE]

You are not affected by Difficult Terrain. You may attach to and walk on any surface, even vertical and horizontal ones.

SUPPORT // TRAPMASTER

A new modification that gives greater area-of-effect to all your Traps, a new invention of SAKO.

[COOL DOWN][ACTIVATION]

During your Upkeep Phase, you may activate this. All the traps deployed on the field now activate if any combatant goes through a space within Reach 2 of them, and deal 1 material damage. This effect lasts until the Upkeep Phase of the next round.

SD-SK PINUNO

A baluti that is dangerous to use, but tough and made of sturdy Luzbel. This frame is equipped with vents that release excess used Gahum because the PINUNO's systems are centered around its usage of its Gahum Reactor. Thus why it is dangerous to use: usually, the Reserve Gahum within the Meka is expended to strengthen its effects. The PINUNO is most known for its EXCEED-System which ignites the Gahum Reactor. Use wisely. The AGIMAT of the PINUNO are based on enhancing your allies with Excess Gahum.

Size 2 | KT 9 | RG 6 | TOUGHNESS 10 | Speed 3

EVADE 10 | RESOLVE 10

STARTING SLOTS

Violence 2 | Reaction 2 | Support 3 | Movement 1

TRAITS

EXCEED-Kingdom: All allies adjacent to you may use you as Simple Cover.

EXCEED-System Overrides: If you perform a Sumiklab action and you have an ally within reach 10 of you, you may give them a +1 Suwerte to their next roll. You do not need to spend RG on your first Sumiklab action this Encounter.

GAHUM SYSTEM

FINAL EXCEED: LORD WREATHED IN MAJESTY

“This is the FINAL EXCEED. The final push of the SD-SK PINUNO. Use this only in your most difficult and doubtful times. You do not have another chance. You only have one opportunity.”

When you activate this during the Activation Phase, the Internal Alchemies of the EXCEED Reactor are activated. All allies within Reach 25 may perform a single Action and they have a +1 Suwerte to their next roll. On the Upkeep Phase, you fall to 0 RG. If you already have 0 RG and still use this, you lose all your Toughness.

THE AGIMAT OF THE SD-SK PINUNO

VIOLENCE // Kampilan of the Slayer

A giant sword shaped like a kampilan, made of Luzbel. This has ignite-boosters on its blunt end to quicken swings.

[ACTION][MELEE][WATCH 1][PERILOUS][SECURE][PRIMARY]

On a hit, deal 4 material damage. If you Boost before using this, deal +2 damage.

SUPPORT // EXCEED SYSTEM: RESIDUAL DRONE

This is a cross-shaped Drone, which floats when deployed upon the battlefield. This gives residual Gahum to whoever needs it.

[PERILOUS][COOL DOWN][DRONE][REACH 10]

Deploy a Drone within reach. All allies adjacent to the drone may regain +1 RG during the Upkeep Phase.

REACTION // EXCEED SYSTEM: Armor of Strength and Structure

When activated, your Meka will expel residual Gahum, which then goes to your Allies to strengthen them.

[COOL DOWN] [REACH 10]

When you perform a Sumiklab action, activate this as a Reaction. All your allies within Reach 10 get 5 Toughness.

REACTION // EXCEED SYSTEM: Protocol SAFEGUARD

A protocol that is dependent on the Kalagyo. If an ally you can see is hit, this activates, as your Violence AGIMAT suddenly moves on its own accord, to destroy the one who would dare to attack your ally.

[PERILOUS] [COOL DOWN] [REACH 10]

Choose one ally. If a combatant hits them, you may attack that enemy, even if you don't have Line-of-Sight, before the enemy deals damage.

MOVEMENT // KOTA MODE

Drills connected to your Meka's feet activate, which then dig into the ground, followed by brandishing all of your Violence AGIMAT.

[COOL DOWN][ACTIVATION]

When you activate this, you cannot move. Your Speed is at 0. You get +5 Toughness and +1 Suwerte to all Ranged Attacks you have, as well as +5 Range to all Ranged AGIMAT. This lasts until you choose to shift out of it as an Action, or you run out of Toughness.

SUPPORT // EXCEED SYSTEM: Command of the Lord

Residual Gahum is expelled, which seeps into your allies' Violence AGIMAT and imbues them with red-hot hostile essence to strengthen their effect.

[PERILOUS][LIMITED 1][ACTION]

All your allies within Reach 5 get +1 Suwerte to their next attack and +2 damage to their next attack that hits.

SUPPORT // EXCEED SYSTEM: Overclock

Your baluti releases more Residual Gahum from your Meka's vents, which then possess the exhausted AGIMAT of your allies, making it so they can use them again.

[PERILOUS][COOL DOWN][ACTION]

All your Allies within Reach 10 may choose one AGIMAT that has the [COOL DOWN] tag. They may use that AGIMAT again.

[KLL] KORPORASYON NG LIBONG-LINTI

Translates to "Thousand-Lightnings Corporation"

"God, Light, and Majesty."

Created by the priests and bishops of the True Faith, at first they were simply a mining corporation that eventually came under the ownership of a wealthy priest. All those within the original mining corporation became part of the cult of Banwaism,, a sect of the True Faith, wherein they send prayers to the Banwa or the Land of God in the center of the galaxy to get oracles and divinations about the future or (more importantly) to find out where the next dying star will be so that they can harvest its dying heart for Gahum. They are the primary providers of Gahum Generators for colonies and planets.

The KLL is under the Lakanate, but they have enough power thanks to their cult that they can afford not to follow every directive from it.

As a religious and theocratic corporation, they often only allow Banwaists within their ranks (although they are more flexible when it comes to Maharlika). Usually priests and katalonan go to and come from here, working for the technochurch.

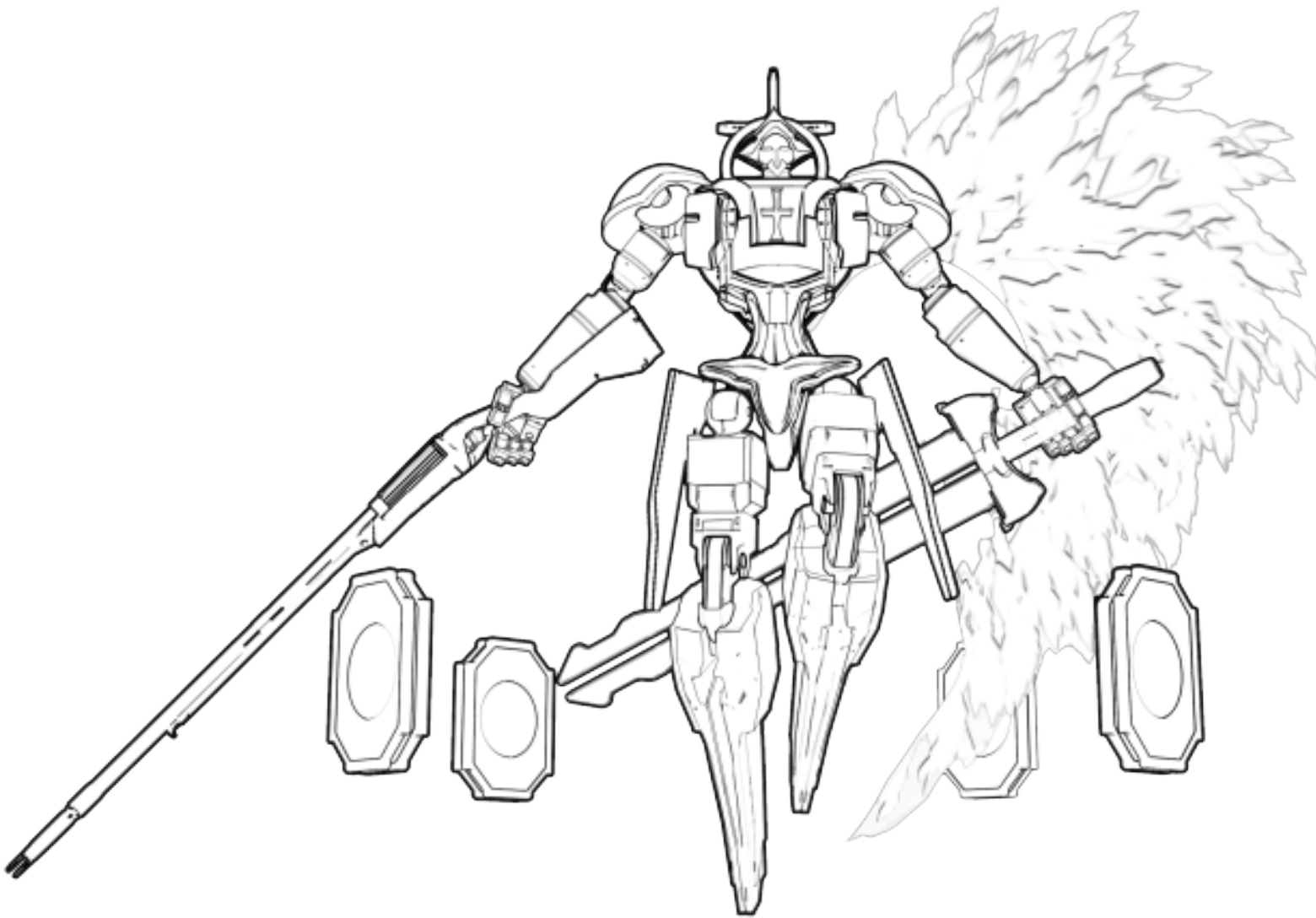
They have a monopoly over the religion of the Galaxy, having the largest sect of the True Faith, as well as energy, being the prime supplier of Gahum Generators, which are usually used to power entire planets with limitless energy. These Gahum Generators are almost always hidden within the main planet Cathedrals, which are always near the Planetary Dambana of the Diwata. Only their Maginoos and Datus can access these places, usually.

One mystery about the KLL is where they get their treasures and resources. They are very rich. Some would say their riches come all the way from the Second Lakanate. They seem to have a direct line and contact with outside forces as well, including the Xenobeings from past the Horizon.

The KLL sports a very church-like, congregational structure, with the Paramount Datu acting as a Pope and being called a **Santo-Hari**, the Datus act as cardinals and are usually called by the title of **Kardinal**. The Maginoo are treated as Bishops of Diocese, and are called **Obispo**. Maharlikas or Alipin can be priests. The Katalonan are also considered priests when under the KLL, although they are called Katalonan and not Priest.

Their Baluti are focused on the usage and flow of Gahum, the energy that powers all things (especially Meka). They use this Gahum to control, strengthen, fortify, and deal all sorts of damage. Their mechs are immaculate, rich, majestic, and colorful. Usually, they look like statues of saints and angels or archangels.

Their Paramount Datu is the Santo-Hari Neposino Sinalaya, the head of Banwaism, and the most powerful member of the Church of the True Faith. He has been gearing up to begin a war against the "anarchist-punks" of the KOMSA, bringing the power of his God, against their No Name God.



KLL MAGALLANES

One of the most well known baluti in Archipelago. It looks like a chassis fit for a king, made from blazing BAKAL-ADLAW platings manufactured by the KLL, mined from hearts of stars and fused with Luzbel. The KLL MAGALLANES also uses the new SPIRITUAL COMMANDMENTS protocol to give orders to allied Kalagyo, or to strengthen them. Because of this, it is rare to find a squad that doesn't have a MAGALLANES.

Size 1 | ST 12 | RG 4 | Toughness 3 | Speed 4

EVADE: 10 | RESOLVE 10

Starting Slots

VIOLENCE 2 | REACTION 2 | SUPPORT 3 | MOVEMENT 1

Traits

Knight and Commander: Once per round, if you attack and hit an enemy, choose one Ally. Their next attack against the enemy you just hit has a +1 Suwerte bonus.

Altar of Sacrifice: Whenever you Quick-Repair, you may give the benefit of the Quick-Repair instead to one ally within Reach 10.

GAHUM SYSTEM

Revenge of God

Overload your SPIRITUAL COMMANDMENT. Send a single command: KILL THE USELESS. Using this, Gahum overflows from your Gahum Reactor toward your allies, and activates their overdrive systems safely.

You may use this on your Action Phase. You and each ally within reach 5 recovers 5 ST.. Afterwards, slide each ally within that reach 3 spaces and then they may attack with +1 Suwerte.

THE AGIMAT OF THE KLL MAGALLANES

SUPPORT // STRIKE OF THE COMMANDER

Built by the SD-SK so that their soldier-meka wouldn't run out of energy. It creates a Gahum-Link between your systems and one ally Meka and gives them a single overpowering directive: attack.

[REACH 7][ACTION]

Choose one Ally within Reach. They may attack a target that they can attack.

VIOLENCE // Espada Santi

A copy of the Saint-Sword of the Archangel AZCABAR, it was manufactured by the KLL with a blade made of SINAGTALA steel, and houses a mini-Gahum Reactor that powers it. A favorite of the Krusadors of Banwaism.

[MELEE][WATCH 1][TWO HANDED][ACTION][AP][MAIN]

3 energy damage. If the attack hits, the next combatant that attacks your target has +1 Suwerte.

MOVEMENT // COMMANDMENT: Noblesse Oblige

This is a SPIRITUAL COMMANDMENT protocol injected into a Mecha's systems. It injects a command to force a Meka to move against its own systems.

[COOL DOWN][REACH 10][ACTIVATION]

Slide one enemy or ally half their Speed.

SUPPORT // Sacred Saint Drone

An anti-area drone, it establishes itself in one part of the battlefield and creates an aura of REGEN-HARM Diwanites that restructure and remove damage from allied Meka and also deals damage to enemies.

[REACH 10][DRONE][ACTIVATION]

This creates a Burst 2 zone centered on the drone. All those that go through the burst or begin their Action Phase within it must: suffer 2 energy damage if they are enemy units, or recover 2 ST if they are allied.

SUPPORT // Shield Cancel Program

Equipment borrowed from KOMSA. This program establishes a CRUSHED ICE WALL in front of the Diwata Systems of the enemy Meka so that they can't see one of your allies.

[REACH 10][PERILOUS]

Roll Spiritual Warfare against one enemy within Reach. On a hit, choose one ally within Reach. They cannot be attacked by the enemy you chose until the enemy succeeds on a Safety Systems check.

VIOLENCE // Banwa Musket

One of the most well-known Violence AGIMAT of the KLL, this is a musket that fires a bullet made from Gahum that eradicates matter. When it hits, the corroding Gahum weakens the point hit, making sure that the next attack deals more damage.

[REACH 15][RANGED][PERILOUS]

Roll Spiritual Warfare against one enemy within Range. On a hit, deal 2 energy damage and the next combatant to attack your target may add +3 to the damage they deal. If the Warfare misses, the next attack against your target has +2 damage.

KLL SAN LAZARO

The SAN LAZARO was manufactured by Engineer-Priests of the True Faith when they saw that they needed to protect the “most important” part of the Archipelago: the Upstream and the Cathedrals. Named after the Saint that became the “martyr” and “knight” of the Thousand Lightnings Corporation, now the name of SAN LAZARO is a wondrous and majestic one. When you see the armored giant, you will know that the savior is there. This is why most priests, bishops, and Maginoo use the SAN LAZARO as the baluti of their personal guard.

Size 1 | ST 10 | RG 5 | TOUGHNESS 4 | Speed 4

EVADE 9 | RESOLVE 11

STARTING SLOTS:

Violence 2 | Reaction 2 | Support 3 | Movement 1

Traits

Aura of the Savior: Open your platings. The light within the Meka punishes those that wish to harm your allies. During the Activation Phase, you may activate this, creating an AURA 1 that lasts until you remove it during an Upkeep Phase, or when you hit 0 ST. All your allies within the AURA may be treated as having Superior Cover.

CLEAR PRESENCE Your Meka has 2 Reactions per round.

Gahum System

SAN LAZARO PROTOCOL: Representative of Majesty

Using the ANGEL SYSTEM, overload your Reactor to release strengthening AURA. The release Gahum is then shaped into wings, which then wrap around your allies.

During your Action Phase, as an Action, you may activate this. Your Aura of the Savior expands to Burst 3 until the end of this Encounter. All Allies within your Aura may also recover 5 ST during each Upkeep Phase. Your Meka cannot move or be moved until the next Activation Phase.

The AGIMAT OF THE KLL SAN LAZARO

VIOLENCE // The Cross of Salvation

A gun shaped like a cross which fires a straight line of starlight, which wrap and protect allies while burning through enemies.

[PERILOUS][OFFHAND][LINE 10][ACTION]

Deals 3 energy damage. All your allies within the area of effect aren't damaged but all attacks against them until the Activation Phase of the next Round have +1 Malas.

SUPPORT // Sacred Land Transmitter

A system that force-summons a Diwata into the land, to create a field of light wherein vision is obscured.

[COOL DOWN][UPKEEP]

You may create a Burst 3 centered on you until the next round's Upkeep Phase. All those within the Burst are considered as having simple cover.

SUPPORT // Shield of the Saint

Neurofibers are connected between you and the Kalagyo of one of your allies, so that you know their every move and when they would get hit. When they are in danger, you use Diwa Displacers that instantly swap your locations.

[REACH 10][COOL DOWN][UPKEEP]

Choose one ally within Reach during the Upkeep Phase. Mark them with the Shield. Whenever that Ally is attacked, you may choose to change positions with them. The enemy that triggered the switch has a +1 Malas to that attack. When you trigger the switch, the Shield vanishes.

MOVEMENT // BREATH System

These are systems connected to your Meka's legs. When activated, the Meka stops and gathers power from the air and the earth, so that they may suddenly move at the next opportunity.

[ACTIVATION][COOL DOWN]

You cannot Stride nor Boost during the round you Activate this. In the Action Phase of the next round, you may perform three Actions instead of the usual Action.

SUPPORT // Sacred Armor

This leaves a hologram that looks like your Meka. This emanates a violence diwata system to intensify the pain of the enemy.

[ACTIVATION][COOL DOWN]

You leave a machine in a free space adjacent to you. This creates a Burst 2 that is centered on the machine. All your allies within the Burst deal +2 extra damage.

SUPPORT // Protocol Mend

Spiritual Branches that, when used, triggers the Kalagyo of the damaged Meka to repair its structural integrity with the Spiritual Branches.

[COOL DOWN][ACTION]

One ally adjacent to you heals 5 ST and may make a Safety System rolls.

REACTION // Program Diwa-Return

A program hidden within a crushed-ICE system. When used, data flows from the Lambat to possess a target until they return from the dead.

[COOL DOWN][REACH 10]

If you have an Ally that falls to 0 ST, you may spend 1 RG to return them to half ST as a Reaction.

KLL DAMASO

A new offering by the KLL, this is a Baluti made from the new "Neobato", designed so that it looks like an angel statue. This is heavier than other Baluti, but its Gahum Reactor uses the new SERAPH-BURNER mechanics to shift the gravity around it. Because of this, the DAMASO is an expert of manipulating gravity, various enemies, and even the battlefield itself.

SIZE 1 | ST 8 | RG 4 | TOUGHNESS 7 | SPEED 3

EVADE 10 | RESOLVE 10

Starting Slots

Violence 2 | Reaction 2 | Support 3 | Movement 1

Traits

SERAPH-BURNER: SIDE/EFFECT: Floating Stone: The DAMASO is considered Hovering.

SERAPH-BURNER: TOUCH ME NOT: Once per Encounter, if you are hit by an attack, before damage is applied, you may spend all your Toughness to push all combatants within Reach 3 of you 3 spaces. This also cancels the damage of the attack.

GAHUM SYSTEM

SERAPH-BURNER: OVERBURN STATE - MAGNETIC ANGEL

"The Infinito Diyos calls. Wrap one's self in the majesty of Heaven. Become an Angel of God, and fight back against the heretic baptism."

During your Action Phase, as an Action, choose 1d6 enemies within Reach 20. They are immobilized and thrown into the air, where they cannot perform any actions and all attacks against them have +1 Suwerte. On the Activation Phase of the next Round, you may choose to throw them to the ground and deal 3 material damage. Your Hovering status is gone for the rest of the Encounter.

THE AGIMAT OF KLL DAMASO

SUPPORT // BLESS THE DIVINITY

A virus that seeps into an ally and then releases SERAPH-BURNER particles within its Gahum-Reactor to apply the SERAPH-BURNER side-effect.

[COOL DOWN][ACTION][REACH 10]

Choose one ally within reach. They now have Hovering until the Upkeep Phase of the next round.

SUPPORT // Love of the Fake God

A virus that is sent through the Lambat. It releases SERAPH-BURNER particles to reverse an enemy's gravity. Initially used to manipulate objects while within a salimbal starship.

[COOL DOWN][ACTION][PERILOUS][REACH 10]

Perform Spiritual Warfare against one enemy within reach. If it hits, the target is Immobilized until the next round's Upkeep Phase, and the next attack against them has +1 Suwerte.

SUPPORT // Soft Rebuke VIRUS

Another Virus. When used, lightens the movements of the enemy to soften their blows.

[COOL DOWN][ACTION][PERILOUS][REACH 10]

Perform Spiritual Warfare against one enemy within reach. If it hits, the target's next attack has +1 Malas, and its next Stride or Boost is halved.

VIOLENCE // Staff of Heaven

A gun that is shaped like a staff, as tall as a Meka. This fires HEAVY-G rounds that do not deal damage but corrupt and jam the target's systems.

[RANGED][REACH 10][ACTION][PRIMARY]

Perform Spiritual Warfare against one enemy within reach. If it hits, the target is Slowed until the Activation Phase of the next round.

SUPPORT // Magnet VIRUS

A Virus that strengthens the magnetic field of the unit hit, to increase the damage dealt by a material weapon. Once a magnetic armament used in creating buildings.

[LIMITED 2][REACH 10][ACTION]

Perform Spiritual Warfare against one enemy within Reach. On a hit, all material damage they take until the end of the Encounter increases by +2.

REACTION // Repulsor Aura

A hidden node that can be activated when hit by an enemy. When activated, this releases a repulsive magnetic field.

[LIMITED 2]

If you are hit by the attack of an enemy, you may activate this. Push the one that hit you 3 spaces and the next attack against that enemy has +1 Suwerte.

VIOLENCE // ELECTROMAGNETIC ANGEL TAIL

A rod that suddenly separates itself into individually floating parts when activated, then creates a self-gravity field to form a whip shape. When used, it can change the gravity of an enemy.

[MELEE][LIMITED 5][ACTION][REACH 5][PRIMARY]

When you hit an enemy with this weapon, you may Slide them 5 spaces in any direction.

KLL LEGASPI

Nicknamed “The Conqueror”, the LEGASPI is a violent yet structurally sound armor that can face any enemy by taking advantage of its special Gahum Reactor. Its Gahum Reactor rests not only within one compartment, but is segmented and spread across the entire configuration, like a nervous system. Using this system, Gahum can flow quicker and easier for better use. This, unfortunately, makes the user of the LEGASPI prone to Pagsasapi. Its well known silhouette strikes fear, but usually only the best pilots can tap into the true potential of the LEGASPI.

Size 1 | ST 8 | RG 7 | TOUGHNESS 3 | SPEED 4
EVADE 11 | RESOLVE 9
STARTING SLOTS

Violence 3 | Reaction 1 | Support 3 | Movement 1

TRAITS

BURST-CHARGER: The Gahum Reactor of the LEGASPI gather used Gahum to strengthen itself. Every time you perform a Sumiklab action, you add +1 BURST Dice (this is a d20). During your Activation Phase, you may Unleash this, as an Action. When you Unleash, you may add your BURST Dice to your next attack, and the number of BURST Dice you have to the damage you deal.

BURST-VIOLENCE: If you attack while your RG is at 0-2, you add +1 Suwerte to that attack and deal an additional +2 damage.

GAHUM SYSTEM

BURST-EXCEED MAX: LAGPASAN

“We won’t get another shot! Don’t just loiter around like a fool! Show all that you can with this System! Release... BURST-EXCEED MAX: LAGPASAN!”

All the power of your BURST-CHARGER, release here! During the Activation Phase you may Activate this. Spend all your BURST Dice. You may perform a number of Actions equal to your BURST Dice, each one having +1 Suwerte if they require a roll. Afterwards, you cannot move the entire next Round, and can only move during the Activation Phase of the round after that. Your ST, RG, and Toughness all fall to 1.

THE AGIMAT OF THE KLL LEGASPI

VIOLENCE // ULTIMO ADIOS

A 6-barrel revolver that uses explosive rounds, used in pirate-hunting. Each round is filled with Violent Gahum that vibrates with the wish to explode. When you hit, the Gahum explodes, with the force of a dying star. However, the Violent Gahum comes from your own Gahum Reactor.

[LIMITED 6][ACTION][RANGED][REACH 7][AP][PRIMARY]

You may only use this whenever you perform a Sumiklab action. Deals 4 energy damage.

SUPPORT // SPIRIT SINK

A popular Support AGIMAT for Meka that make heavy use of their Gahum Reactors. This is an outer particle sink excess RG can be redirected into.

[ACTIVATION][COOL DOWN]

When this is Activated, the next time you willingly use RG, the cost is treated as 0.

MOVEMENT // BURST-EXCEED MOVEMENT

Redirects residual Gahum towards your movement systems to empower the Meka boost.

[COOL DOWN]

If you Boost, you may move an additional 2 spaces and you don’t have to finish the movement.

VIOLENCE // GAHUM WEAPON

A weapon that is connected directly to your Gahum Reactor. When this is used, it can take on the shape of any melee weapon. Whatever shape it takes, it always deals big damage.

[MELEE][WATCH 1][PERILOUS][AP][PRIMARY]

Deals 3 energy damage and inflicts FIRE 3 until the enemy makes a successful Safety Systems roll.

SUPPORT // GAHUM CONNECTORS

Pipes connecting Violence AGIMAT to your Gahum Reactor, to deal additional damage.

[INNATE]

All your Violence AGIMAT deal an additional +2 energy damage. If you fall to ST 0, the Gahum Connectors explode and are rendered useless.

REACTION // BLAZE FAILSAFE

A system created to save Meka that have run out of RG and are nearing the Pagsasapi breaking point, the BLAZE FAILSAFE state makes sure they are wrapped in a Diwanite Shield that absorbs all attacks until they receive repairs.

[INNATE]

If you fall to RG 0, halve all your damage until the Upkeep Phase of the next round.

VIOLENCE // Gahum Rifle

A rifle that fires a beam of Gahum that burns away and destroys anything that stands in its way.

Feared, as it is near impossible to find something that stops this beam.

[REACH 15][RANGED][PERILOUS][AP][PRIMARY]

Deals 4 energy damage.

[GHW-S] GINHAWA-SIBOL

Translates to "Relief-Growth"

"Struggle together! Don't be afraid!"

Is made up of the Ginhawa Worker's Union and the Sibol Farmer's Association. They give out licenses so that businesses can operate and people can work. They are also the ones that give food and water to the people. Thanks to them, none grow hungry, none grow thirsty. Of course, there are many that they cannot reach, and they don't have the supplies for the entire galaxy.

Even though they are under the Lakanate, they are one of the largest critics of it. They believe that the Lakanate is an old institution that propagates a broken hierarchy that should not be used anymore. It should be overthrown, social stratification abolished, and all should work together for the future of mankind.

In truth, they are being oppressed by the Lakanate, which seeks to remove their livelihoods and replace traditionally grown food with industrial and manufactured foods for the sake of saving money and resources. This is also so that the rich businessmen (who are allied with the Lakanate) could start businesses without GHW-S licenses required, as GHW-S enforces ethical standards upon businesses, which can cause lower capital. They come into conflict with the SD-SK more often than not. Now, during the time where the Lakan is lost, the GHW-S has doubled its efforts, looking for helpers and sympathizers for their cause to resist the oppression of the Lakanate.

Their structure is more or less adherent to the usual structure of Paramount Datu, Datu, Maginoo, Maharlika, and then Alipin. The difference is that within their mandalas and settlements, the Alipin must be treated correctly by their Maginoo and Maharlika, or the Alipin can report them to the Datu for consequences. If a Datu is abusive, they can report it to the Paramount Datu. They are extremely collectivist, although this brings about dogmatic failures and strange betrayals once their ranks begin being breached by spies and their paranoia becomes too overbearing.

Their Mechs were once used as security for their farms, as well as tools on those very same farms. The workers of Ginhawa made their own technology: the "Heretic System", which they use to change nature itself. Their Mechs are weird, comparable to diwata, connected to nature, and organic. Their Paramount Datu is Ogela Hiraya, a worker and fighter for the rights of workers. Ogela seeks to destroy the Lakanate once and for all and wants to replace it with a more benign state that supports the rights of the workers and the common man over the elite's.

GHW-S HUKLUBAN

In the new age, the HUKLUBAN baluti has become a beacon of the skill and oddity of the GHW-S. Built from black neomangkono, with a shock full of white “hair”, and always accompanied by KULAM Drones, which provide a steady flow of visual and auditory information to the Meka. The HUKLUBAN was made to secure the safety of the GHW-S’ barangays. Using its drones, it deploys a WATCHER system around barangays to monitor them. The HUKLUBAN is also used in recon, escort, and protection missions.

Size 1 | ST 9 | RG 4 | Toughness 1 | Speed 4

EVADE: 10 | RESOLVE 11

Starting Slots

Violence 1 | Reaction 2 | Support 3 | Movement 2

Traits

Swarm Phase: You may transform into a swarm of small, mechanical drones during your Activation Phase. If you are hit while in the Swarm Phase, you may halve the damage. You cannot use Violence AGIMAT while phased.

Kulam Drone: All the HUKLUBAN’s drones are treated as “Kinulam”. All Kinulam drones have +5 ST, +2 to EVADE, and +2 to all Attacks.

Gahum System

THE GREAT KULAM

Using the Sympathy Principle, found by katalonan during the First Corporation Wars, this drone deploys a technoweave that wraps around an enemy unit. Once it covers an enemy (which is usually imperceptible, it is made of Diwanites), the drone then separates into tiny Diwanites that can create a copy of the covered enemy from the ground up, producing a perfect clone. But the Diwanites and the Technoweave have causation transmitters, meaning that anything that is done to the Diwanite Copy happens to the enemy itself, as if they were being affected. This is one of the newest technologies of the GHW-S, that many say is the first Heretic System.

In your Action Phase, deploy one drone within Reach 5. This is the Great Kulam. Choose one enemy unit within Reach 5 and perform Spiritual Warfare. On a success, the Great Kulam changes into the shape, form, and appearance of the chosen enemy, with all its traits.

You get to control the Great Kulam. Anything that happens to the Great Kulam, happens as well to the chosen enemy. The Great Kulam only disappears once the enemy wins in a Spiritual Warfare roll against your Meka during its Action Phase, or until you choose to dismiss it as an Action.

THE AGIMAT OF THE GHW-S HUKLUBAN

VIOLENCE // Firefly Dagger

This dagger has a bulb-shaped contraption near its hilt which hides FIREFLY DRONES. When swung, it releases technofireflies that harass and sting a foe.

[REACH 10][RANGED][ACTION]

2 energy damage. This creates a Burst 1 centered around the one you hit. This Burst is a cloud of obfuscating fireflies. All allies that go through or start their action within the Burst have a +1 bonus to their attack until the next round’s Upkeep Phase.

SUPPORT // ENTER/SYSTEM: GRANDFATHER CROC

One of the drones in the ENTER/SYSTEM line of GHW-S, they are patterned after magical creatures. The GRANDFATHER CROC is a large crocodile made of ironwood and steel. Quick to move, because of its LOCKDOWN protocol that gives it swiftness and strength to keep enemies from fleeing.

[REACH 10][DRONE][ACTIVATION]

During your Upkeep Phase, all combatants adjacent to the drone suffer 1 material damage and cannot Disengage until the next round's Upkeep Phase.

SUPPORT // ENTER/SYSTEM: VULCAN BEETLE

One of the drones part of the ENTER/SYSTEM line of GHW-S, they are patterned after magical creatures. The VULCAN BEETLE is a beetle that contains a mini Gahum Reactor and launches Gahum bombs to wear down the opponent.

[REACH 10][DRONE][ACTIVATION]

During your Upkeep Phase, all combatants within Reach 2 of the beetle suffer 2 energy damage.

SUPPORT // ENTER/SYSTEM: GRAVITY CARABAO

One of the drones part of the ENTER/SYSTEM line of GHW-S, they are patterned after magical creatures. The GRAVITY CARABAO is a carabao (a type of water buffalo widespread in the Philippines) that is rooted into the earth. This drone cannot move, but those that try to go closer are pulled to the earth as it multiplies the gravity around it.

[REACH 10][DRONE][ACTIVATION]

If a combatant moves through or begins their Time in Reach 1 of the drone, you may perform Spiritual Warfare against each one. On a success, the targets are knocked prone and they are Immobilized until their next Upkeep Phase.

REACTION // Pierce-Swarm Science

This is a system installed into the Kalagyo: a protocol that, when you're hit, automatically releases corrosive fire towards the enemy's systems.

[COOL DOWN]

If you are hit during Meka Phase, you may Disengage 1 space. The one that attacked you now has FIRE 2 until a successful Safety Systems roll.

VIOLENCE // GHW-S DRONE-WEAPON: Earth-Thorn

Made by the GHW-S to block off enemies they only wish to capture and not kill, this is a drone that fires a bullet of Lambat which, if it hits, releases a System-Corrosion Virus that slows the target.

[AUX]][REACH 10]

1 energy damage. The next time the target Strides, they suffer material damage equal to the number of spaces they moved.

MOVEMENT // HERETIC SYSTEM: GRAVITY UNCHAINERS

Protocols, machinery, and leg components that manipulate gravity. This Heretic System alters your personal gravity whenever the Meka is activated so that they hover.

[INNATE]

Treat your Meka as HOVERING.

GHW-S PANDAKI

Who is the real ruler? The brain, or the body? Which is right? Which is righter? Is it right to say that the pilot is but a part of the Meka? Or is the pilot separate? Does the pilot not get affected? What is true? This Meka is used by veterans. The systems of the GHW-S Pandaki input ideas and thoughts into the brains of people, and the result is always weird. Founded by the GHW-S and a handful of eccentric Katalonans, they created a Meka that was a master on interfacing with the Diwa, but in doing so accidentally gave it an AI that crafted and coaxed out its own incomplete spirit from within the Diwa and then housed it in a Drone, turning it into the TECHNOSPIRIT. This act of creation was the last thing it did before the PANDAKI was shut down from advancement and pushed into assembly. Its innate connection with AI has made it friendly to all Drone systems... and Drone AI are extremely receptive to any Meka that uses the PANDAKI baluti.

Size 1 | ST 8 | RG 6 | Toughness 3 | Speed 3

EVADE 8 | RESOLVE 12

Starting Slots

Violence 1 | Reaction 2 | Support 4 | Movement 1

Traits

Diwaic Technology: TECHNOSPIRIT: The PANDAKI may call upon a technospirit, a fusion of machine and Diwa. This is a [DRONE] that can be called during the Activation Phase and appears in a space adjacent to you. You may move this 6 spaces during the Upkeep Phase. All your allies that begin their Action within Burst 1 of the Drone may choose: recover 3 ST or get +2 to their next attack.

Heretic Systems: Blink: Halve all material damage, and grant all your Drones +3 ST.

Gahum System

Diwaic Technology: UNITY

The Transmuter System within the PANDAKI's reactor suddenly activates, and it half-transmutes you into the Diwa. The PANDAKI becomes a being of the Diwa, half in the Material and half not.

During your Upkeep Phase, you may activate this. You are Invisible, and all the damage done to you is halved, but is converted to Fraying. You may move through Impassable Terrain. You are now Hovering and may Fly equal to your Speed. You may leave this body of Diwa using an Action. You may also leave this state automatically if you fall to 0 ST or 0 RG.

The Agimat of the GHW-S PANDAKI

VIOLENCE // Diwaic Technology: Ghost Gun

This is technology that uses the Principle of the Diwa and magical ironwood. The GHOST GUN is a piece of equipment that is partly kinetic, and partly spiritual. Its bullets use the Equivalence Theory: if you hit, whatever is hit becomes half material, half spiritual as well.

[REACH 10][RANGED][ACCURATE][ACTION]

Perform Spiritual Warfare. On a hit, deal 2 Fraying and the target is Invisible, but they suffer FIRE 5 until a successful Safety Systems roll.

SUPPORT // TECHNOSPIRIT Module [INTONATION]

This is a module that is connected to a drone. The module is a floating cube with the color of the sea. You can hear Haik's (a god of the sea) lullaby, the sound of peaceful waves, when near it. It gives Gahum-Healing to those that embrace it.

[REACH 5][ACTIVATION]

Connect this to a Drone within Reach. While an Ally is adjacent to that drone, they may restore 2 ST during the Activation Phase.

SUPPORT // TECHNOSPIRIT Module [NO ENDURE]

A module that is latched onto a drone. This is a spiky dodecahedron. It broadcasts the Frequency: [SLAY] Virus which affects the systems of the enemy forces.

[REACH 5][ACTIVATION]

Connect to a drone within Reach. All the enemies beside the drone during subsequent Activation Phases must choose one: they are Stunned until next Round's Upkeep Phase, or they may suffer Fraying 1.

SUPPORT // Heretic System: Shared Diwa

This is another heretic system that expresses that it is more important to protect than to kill. This injects a GEMINI Virus that connects you and one more ally. Their weakness will be your weakness, but their strength will be your strength.

[REACH 10][UPKEEP]

Choose one ally. You are now Connected. As long as you are Connected, both of you use the higher of both of your EVADE and RESOLVE against attacks. If you are hit by damage, you both suffer damage. You may remove the Connection as an Action or until one of you hits 0 ST.

SUPPORT // Diwaic Technology: MATRIX OF VIOLENCE

A matrix, this is a polyhedron with impossible dimensions, which rotates and exists within a single space. It emanates the MAKANDUK Virus, which fuses with your allies and intensifies their attacks.

[REACH 10][ACTIVATION]

During the Activation Phase, place this Matrix in a single space within Reach. This creates a Burst 2 that centers on the space you chose. All your Allies within the Burst deal an additional +3 damage.

REACTION // Heretic Systems: REVENGE

"HEAR THE SOUND OF NATURE! THE CLAMOR OF THE GALAXY! THIS IS OUR REVENGE!"

[LIMITED 1][REACH 25]

If you go down to 0 ST, all your Allies within Reach may restore half of their ST, gain +1 Suwerte to their next Attack against the one that killed you and +1d6 damage against that same enemy.

SUPPORT // Heretic System: MEND

The GHW-S is known for their principle of healing and not destroying. This is embodied by this Heretic System: this is a bamboo cannon that fires two balls of Diwanites that, when they hit, activate the repair systems of your allies.

[COOL DOWN][REACH 7][UPKEEP]

Choose 1 or 2 Allies within reach. They may perform Quick-Repairs.

GHW-S YNAGUIGUINID

Famously called a BERSERKER Unit, the YNAGUIGUINID uses the Diwa to fill its bodily vessel with the SLAYING SYSTEM, which makes violence flow. The YNAGUIGUINID is known due to its WRATH, which it dives into to strengthen itself. The WRATH is something to be feared, for the Meka is possessed by a Diwata of Rage while diving.

Size 1 | KT 12 | RG 3 | Toughness 5 | Speed 4

EVADE 12 | RESOLVE 8

STARTING SLOTS

Violence 3 | Reaction 2 | Support 1 | Movement 2

TRAITS

WRATH OF GOD: You may dive into the WRATH if you hit or are hit by an enemy. While diving into the WRATH, you cannot use Support AGIMAT, and you must attack every Round. If you do not, you are kicked out of the WRATH. While in the WRATH, all your attacks have a +1 Suwerte and deal +3 damage, but you cannot use TOUGHNESS against attacks. You may rise from your WRATH during an Upkeep Phase.

ARMS OF THE MOUNTAIN: You may grab enemies that are bigger than you by 1 Size. You can grab up to 2 enemies.

GAHUM SYSTEM

GREAT WRATH OF THE GREAT GOD

An anomaly within the Gahum Reactor of every YNAGUIGUINID baluti. Even when the GHW-S tried to change the Master Copy of the Baluti in the Lambat to remove the virus, it still wormed its way back into it. This is a virus that is filled with WRATH, RAGE, SMILING WANT OF VIOLENCE, TO SPLIT REALITY ASUNDER, TO BANISH EVERYTHING TO OBLIVION, ALL WILL BREAK UNDERNEATH MY BLADEEEEEEEEE-----

During your Activation Phase, you may activate this while you are diving into the WRATH. You may place all your rage into a single attack. A single Violence AGIMAT of your choice will be covered in Diwata of Rage and Violence. Your next attack has +3 Suwerte and deals +7 damage. If it hits, your WRATH vanishes and you cannot dive into your WRATH until your next Repair. If it doesn't hit, you return to your WRATH but you cannot use this Gahum System again during this Encounter.

THE AGIMAT OF THE GHW-S YNAGUIGUINID

VIOLENCE // GRAPPLER HOOK

A hook that can be thrown, which latches onto enemies so that they cannot escape.

[MELEE][REACH 5][OFFHAND]

On a hit, you may pull the enemy to a space adjacent to you; and they suffer 2 material damage and are Grabbed.

VIOLENCE // CLAWS OF THE CIVET

Knuckle-dusters that, when attacking, extend retractable claws to deal additional damage.

[MELEE][WATCH 1][ACTION][AP][OFFHAND]

Deal 3 material damage and the target is Grabbed.

VIOLENCE // WAR HAMMER

One giant hammer made of Luzbel. It can smash anything. That's a guarantee.

[MELEE][WATCH 1][ACTION][PUSH 2][PRIMARY][DIFFICULT]

Deals 4 material damage.

VIOLENCE // SPREAD-MISSILE LANTAKA

A Iantaka that fires a missile that explodes and sends shrapnel flying at nearby enemies on a successful hit.

[RANGED][MISSILE][REACH 10][RELOAD][PRIMARY]

Deal 7 material damage. On a hit, all enemies within Reach 2 are attacked vs. EVADE. Deal 3 material damage to all those hit.

REACTION // AFTERSHOCK HYDRAULICS

A system that automatically moves your next weapon on a Confirmed hit.

[COOL DOWN]

If you hit using a Violence AGIMAT and have a Violence AGIMAT with the OFFHAND tag Readied, you may attack using the OFFHAND weapon.

MOVEMENT // RETREAT DENIAL MECHANICS

A system that automates the movement of mechanics so that your Meka is always up close and personal with the enemy.

[COOL DOWN]

If you disengage, you may choose to not move, but the next time one enemy Disengages from a space adjacent to you, you may follow that enemy's movement and attack them after their movement.

SUPPORT // BRAWLER LOCK

Uses arm-mechanics to strengthen your hold on an enemy unit.

[INNATE]

For an enemy to break free from your grab, they must attack and damage you. While you are grabbing them, all your attacks have +1 Suwerte against the grabbed enemy and deal +3 damage.

GHW-S HALIYA

A baluti that has a very recognizable silhouette due to its long hair and tall crown. The HALIYA is well versed in protection. It can travel through both material and spiritual, and can fight against enemies larger than it. The HALIYA was made to fight against humongous Maligno, and now it is used as a recon unit due to its ability to walk in the Diwa, using the most esoteric of the GHW-S's Heretic Systems.

Size 1 | ST 10 | RG 4 | TOUGHNESS 4 | Speed 4

EVADE 10 | RESOLVE 10

STARTING SLOTS

Violence 2 | Reaction 2 | Support 2 | Movement 2

TRAITS

Into Two Worlds: The HALIYA can walk through both the Diwa and the Material. Whenever you Stride, you may choose Material Walk or Diwa Walk. If Diwa Walk, you are now Invisible, but you cannot attack while you are in Diwa.

The Call of the Moon: While you're in the Diwa Walk, you may perform a Quick-Repair during your Upkeep Phase, once per Encounter. If you performed a Stride action on your last Round and chose Diwa Walk, if you Stride and choose Material Walk, you have +3 Toughness.

GAHUM SYSTEM

FUSION: Revolution Against Bakunawa

A weird system. This overloads your Gahum Reactor, and then inserts your Meka into both the Diwa and the Material. The first use of this system actually caused an entire solar system to be pulled into the Diwa, just so that the first user of this system could escape.

You may activate this during the Activation Phase. When you Stride, you may Stride through both Diwa and Material, and you get all the benefits of your Traits, except you can also make attacks. While in FUSION, all attacks against you have a +1 Malas, and all damage you deal has an additional +1 damage. FUSION lasts until the end of this Encounter.

THE AGIMAT OF THE GHW-S HALIYA

VIOLENCE // GINUNTING OF SPIRIT

A ginunting (a slightly forward-curving Philippine sword) with two configurations: one material and one spiritual which can cause Fraying. This is a powerful sword, and almost every YNAGUIGUINID comes with this equipped.

[MELEE][WATCH 1][ACTION][PRIMARY]

Before attacking, choose if the ginunting is material or spiritual. If material, deal 3 material damage when it hits. If spiritual, deal 2 Fraying.

REACTION // THE CALL OF THE SPIRITUAL

A system that dissolves the materials of the Meka into the Lambat so that it isn't destroyed.

[COOL DOWN]

If you are hit by an attack that causes material damage, you may reduce that damage to 0, but you cannot use one Violence AGIMAT (you choose) during the Action Phase of the next Round.

MOVEMENT // HERETIC SYSTEM: TOWARD HEAVEN

Diwa beings arise from your footfalls, emanated from the Spiritek mechanics underneath your feet.

[COOL DOWN][ACTIVATION]

After activating during the Activation Phase, the next time you Stride, you will not be affected by Difficult Terrain and you may Fly.

VIOLENCE // GUN OF 50%

A... weird gun, the bullet fired by this gun is 50% material and 50% spiritual when fired. Either way, this deals damage.

[RANGED][REACH 10][ACTION][PRIMARY]

If you attack using this, roll 1d6 before attacking. On a 1-3, deal 3 material damage. If 4-6, deal 1 Fraying.

SUPPORT // BULLET OF SPIRIT

Bullets used when spiritual matters need to be taken care of. This is not affected by Line-of-Sight, uses the Lambat to move through the Diwa, and is immaterial until it hits.

[LIMITED 3]

If you make a Ranged attack, you can load this as the bullet. When loaded, your attack doesn't need Line of Sight, and has +1 Suwerte.

REACTION // KALASAG SPIRITEK

A new piece of Spiritek, when it detects Spiritual Warfare, it immediately raises a spiritual fortress to protect the Gahum Reactor and its systems.

[COOL DOWN]

If you suffer Fraying, you may halve it as a Reaction. (Round down, minimum 1).

SUPPORT // THE EYES OF THE MOON

A module that chooses one ally to protect at all costs.

[ACTIVATION][COOL DOWN]

Choose one ally. If that ally is attacked, you may attack the attacker of that ally. This effect lasts until the Activation Phase of the next round.

[KOMSA] - KOMPANYA NG KOMUNIKASYONG SAPOTSPIRITU

Translates to: Company of Spiritweb Communications

“Hear the silent cry of the No Name God.”

The singular Corporation that is NOT under the Lakanate, but they have to follow its directives anyway because the Lakanate has power over Arkipelago. They pray to a different god: One With No Name. Because of their expertise in the Lambat, they use much of the technology that capitalizes on it, and because of the “Chaotic-Science Theory” that they apply to their tech, they can change reality, manipulate spacetime, and other weird effects.

KOMSA are the controllers of Salapi, the “currency” in Arkipelago. They are also the ones that expand the reach of the Lambat, an internet of things that is made up of cutting-edge technology and gives instant communication. They are the ones that raise Baletes, not true balete trees (otherwise known as strangler figs, which are believed to be where spirits live in Philippine Folklore) but are actually towers that connect a place or zone to the Lambat network.

Other than this, they are the foremost creators of Artificial Intelligences and other kinds of programs and technology that assist humans. They are the ones that give color and joy to the masses through their shows in the Lambat, but they are also the ones that control this media. Since they control Salapi, they hold much power and are often feared. They could, theoretically, wage war against the Lakanate, but that is not feasible because the three Corporations would fight against them (and they can’t survive another Corporation War) and the Lakanate is important to their economy.

The operatives of KOMSA are also usually hidden within their “Spirit-Dwells”, where they have fun and play and be by themselves in a virtual space.

They worship the God With No Name, a God that is “always felt, never seen”. It is said that this God is the Lambat itself, while others say it resides in the furthest reaches of the universe. Even others say they can find it in the void between the Diwa and Material, whatever that means.

Of course, since they control Salapi flow, it’s hard to not be corrupted. In fact, KOMSA is an overwhelmingly corrupt Corporation, so much so that the corruption of the system is how the Corporation actually works. If you want to be paid, you have to steal it. If you want a reward, you have to infiltrate a Maginoo’s vaults, and KOMSA is in charge of creating defenses. If you pass the obstacles, you are worthy of the riches. Since they have monopoly over Salapi and some of the Lambat, (only blocked by the Lakanate) many go to them for work and money, and they profit off of the Lambat.

That said, their structure is a lot more free and a lot more horizontal. They have Datus and Maginoos and Maharlikas, but those monikers mean almost nothing to the person with the most money and influence in the Lambat. Due to this, the current Paramount Datu isn’t actually a blue-blooded descendant of royalty, but actually a Maygintawo that earned the spot due to taking advantage of Salapi and Lambat trade. KOMSA members are encouraged to follow this line of thinking, that through hard work and entrepreneurship, they will get the life that they deserve.

Truly rich, KOMSA seeks to expand their mandala for the No Name God.

Their Mechs are usually weird, often using Lambat parts. They are ethereal, ghostly, and demonic, but in contrast to GHW-S, their mechs are never organic, and always have a corporate, punk, or magitech design and style.

Their Datu is Sidyuko Yrneh. A great businessman that can make a profit off of anything. He was once a poor Aliping Sagigilid that only grew to power due to taking advantage of strange economic fluctuations and entrepreneurship opportunities after the two wars that eventually boosted the KOMSA to the greatest heights. He has a burning desire to topple the Lakanate and create a government that supports freedom for all beings, eradicating the feudal order of Alipin and Elite, although still putting the rich in power...

KOMSA KAPNAYANERO

One of the first Baluti of this model suddenly vanished during a Journey through the Secret Roads and just as suddenly came back. Savant-Engineers of KOMSA reproduced the phenomenon that happened to the KAPNAYANERO and they found that the Kalagyo of the Maharlika that piloted the first KAPNAYANERO came back with the knowledge of the Chaos Science, a secret science that concerns possibility. The Drones of the KAPNAYANERO can change the possibility and reality of the battlefield, but this new power of the KAPNAYANERO is highly volatile and hard to control. Sometimes, if one pilots a copy of the baluti, the words “CELIS. CELIS. MARIA. MARIA.” appear in their mind.

Size 1 | ST 10 | RG 5 | TOUGHNESS 2 | SPEED 3

EVADE 9 | RESOLVE 11

STARTING SLOTS

Violence 1 | Reaction 2 | Support 3 | Movement 2

Traits

Chaotic Heart: Unstable Reactor: If you roll a Critical on an attack, slide the enemy you hit 1 space and they are now Prone. If you rolled a Natural 1, push every combatant within Reach 5 of you 1 space.

ALIPIN SYSTEM: You have one DRONE (with the tag [DRONE]) that is your ALIPIN system, that you always have with you. It is automatically activated during the beginning of combat. Every maintenance, choose one:

- All enemies adjacent to your ALIPIN have -2 to their EVADE.
- All allies adjacent to your ALIPIN have +2 to their EVADE.
- All enemies adjacent to your ALIPIN take 2 material damage every time they attack.

GAHUM SYSTEM

KING OF THE HOMUNCULUS

“King of the drones, you are the king of the galaxy. I condemn you, King, for you have no right to control and command us, we Gods and Goddesses of the Universe.”

During your Action Phase, as an Action, you can deploy three ALIPIN, and you may choose each of their configurations from above.

OVERDRIVE TOWARD MAX: If you attack, you may choose to repeat your attack X times, with X being how many ALIPIN are left on the battlefield. After these attacks, all your ALIPIN explode, dealing 3 material damage to all combatants within Reach 1 of them.

THE AGIMAT OF THE KOMSA KAPNAYANERO

VIOLENCE // Chaos-Science Gun

A gun using the Chaos-Science that is being studied by KOMSA. This uses the truth of the Diwa: all things are from Diwa, and all things about the Diwa are in constant flux. This fires a bullet of shivering possibility, changing reality. If it hits, no one knows what will happen.

[REACH 25][ACTION][PRIMARY]

Perform Spiritual Warfare against an enemy within Reach. On a hit, roll 1d6: if 1-3, you recover 3 ST.
On a 4-6, deal 3 Fraying.

SUPPORT // Protocol CHAOS: Journey

A protocol that flows through the Lambat and connects all Drones. When activated, all the drones move.

[REACH 10][UPKEEP]

You may slide all your Drones within Reach equal to their Speed.

SUPPORT // Protocol CHAOS: LABYRINTH

A weird protocol. It's a single exhaustive Virus that creates a mystical labyrinth made of solidified starlight. If one comes near it, they are instantly sucked into its pocket-space.

[LIMITED 2][REACH 7][UPKEEP]

Perform Spiritual Warfare against all adjacent to one Drone of yours within Reach. All hit by it are Immobilized and have a +1 Malas to all their attacks until the next Round's Upkeep Phase.

SUPPORT // Protocol CHAOS: CHOKING LAND

A drone of yours acts upon a Chaos Science protocol virus that bypasses its security systems, making it embed itself into the ground and begin changing it into a churning bed of chaos.

[COOL DOWN][REACH 20][UPKEEP]

Choose one Drone within Reach. This drone creates a Burst 2 zone of churning earth centered on your Drone. This Burst is difficult terrain for your enemies and can be used as simple cover for your allies.

SUPPORT // Chaos-Science Technology: COMMAND///HOLD

COMMAND: Give... STOPPING VIRUS. Use only... if needed. "Save your treasures."

[PERILOUS][REACH 10][ACTION]

Choose one enemy within Reach 10 of a Drone within Reach. Perform Spiritual Warfare against that enemy. On a hit, the enemy is Stunned until the next Activation Phase.

SUPPORT // Chaos-Science Technology: COMMAND///COME CLOSER

COMMAND: Give... COME HERE VIRUS. Use only... if needed. You will be hit. Only you. "As long as they are safe."

[PERILOUS][REACH 5][ACTION]

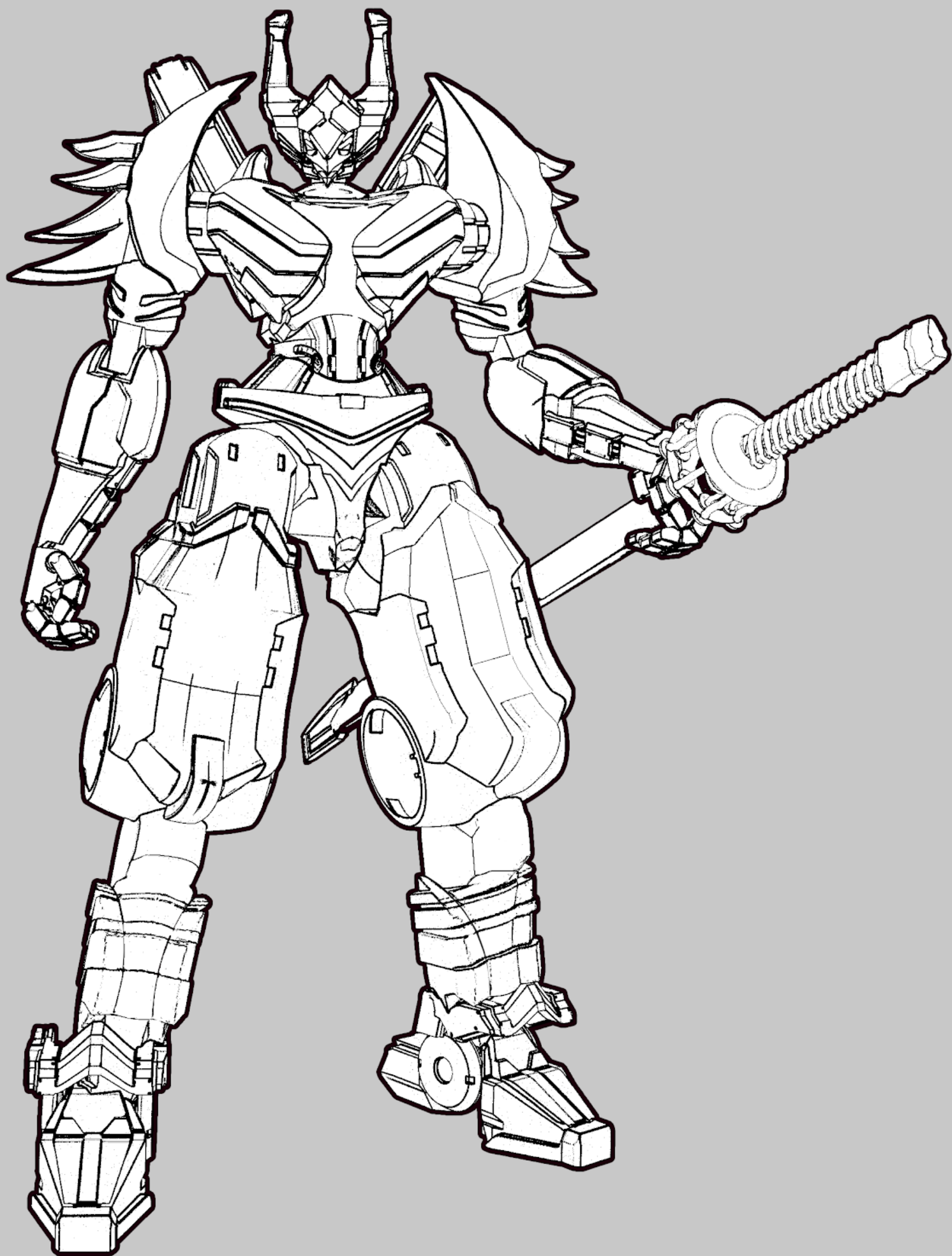
Choose one space within Reach. You may perform Spiritual Warfare against all combatants within Reach 7 of that space. Pull all of the ones that you hit 2 spaces toward the space you chose.

REACTION // Protocol CHAOS: Live

PROTOCOL: Chaoticchaoticchaotic---[CHAINED DIWATA... RISE AGAIN.]

[COOL DOWN][REACH 7]

If one drone within Reach is destroyed, you may return them to 1 ST as a Reaction.



KOMSA SALAMANGKERO

Quoth the Wise: do not forget where you came from. There, watch the coming future. The infinite anguish! The truth is the Diwa, the Material is simply a mirror. A fragile mirror. Listen! Hear the song of Chaos, the voice of Order, the shout and cry and laughter of Nature! Hear! Hear their dying cries.

Size 1 | ST 8 | RG 3 | TOUGHNESS 0 | Speed 5

EVADE 11 | RESOLVE 9

STARTING SLOTS

Violence 3 | Reaction 1 | Support 3 | Movement 1

TRAITS

Lord of Possibility: Every Maintenance, roll a 1d20 and keep the result. You may choose to replace one result of one 1d20 roll (can be yours or another ally's) with the result that you kept.

Floating Rifle: A rifle that floats beside you and automatically attacks when you do. You may activate this during the Activation Phase. While this is activated, add +1 to damage you inflict.

Gahum System

Mode >>> GO PAST YOUR LIMIT

Go past the limit of this fragile reality! Destroy, destroy!

All your platings open, revealing the energy being within. Once per Encounter, you may roll one attack with +3 Suwerte. You may teleport every enemy you hit with this attack up to 7 spaces from their original space.

THE AGIMAT OF THE KOMSA SALAMANGKERO

VIOLENCE // Gun That Changes Space-Time

A gun that does not look like a gun. In truth, the shape of this gun only appears if the warrior wielding it wishes it, for the truth of the gun is this: it exists and it does not. This gun's bullets are the same.

[REACH 10][ACCURATE][SECURE][PERILOUS][ACTION][RANGED][PRIMARY]

Perform Spiritual Warfare. On a hit, deal 2 Fraying and teleport the one you hit 1 space.

VIOLENCE // Probability Katana

A katana that has injections that embed into the hands of the Meka on first wielding it. This injects the PROBABILITY PROGRAM that shows all possible cuts and attacks that you can perform and all its effects... even the strikes that would cut yourself.

[REACH 1][WATCH 2][AP][BRUTAL][ACTION][MELEE][PRIMARY]

4 material damage. On a Critical hit, deal +4 material damage, but you will also suffer this additional damage.

MOVEMENT // HYDRAULICS: Blink

ACCEPT THIS GIFT OF THE NO NAME GOD. PUT IT INTO YOUR HEART. YOU ARE NO LONGER WHOLE.

[COOL DOWN][ACTION]

You may teleport equal to half your Speed. If you Teleport, you cannot be blocked by Difficult Terrain.

VIOLENCE // Lightning Staff

Fires lightning bullets made of Gahum to strike the foe's systems.

[REACH 10][PERILOUS][ACTION][PRIMARY]

Perform Spiritual Warfare. If you hit, the target is Slowed until the next round's Upkeep Phase, and deal 1 Fraying.

SUPPORT // it is better if you died.

HEAR THE VOICE OF GOD. HEAR THE VOICE, ABA, ABA, IMPINITO. KILL THE ONE ALONE!

[INNATE]

As long as an enemy doesn't have anyone other than yourself adjacent to them, you deal an additional +3 damage.

SUPPORT // what? do you want to be free?

TREASURE THE SHINING LIGHTNING. THE GREAT LIGHTNING OF MAYKAPTAN. USE THIS TO be free.

[REACH 10][PERILOUS][ACTION]

Perform Spiritual Warfare. On a hit, teleport your target 3 spaces.

SUPPORT // why. why is there no reason for living. let's just escape.

SHATTER, SPLIT, DESTROY, SLAM, CUT REALITY IN TWAIN.

[REACH 10][PERILOUS][ACTION]

Choose a space within Reach that contains no combatants. Then choose another space within Reach 15 of the first space. Those two spaces are now portals to each other. Whoever steps into a portal is teleported to a space adjacent to the other portal. If you create a new pair of portals, the first pair is removed.

KOMSA ALBULARYO

The bizarre thing about the ALBULARYO is that no one actually... knows when it was first manufactured, or when the master copy was uploaded to the Lambat. Even the engineers, savants, and katalonan cannot remember. All they know is that its schematics were suddenly within the Lambat, and they made the blueprint. The GHOST-BALUTI module is used to perform internal alchemy to create, destroy, and transmute things. The ALBULARYO is able to make munitions, grenades, and other kinds of alchemical items.

**SIZE 1 | ST 10 | RG 4 | TOUGHNESS 4 | SPEED 3
EVADE 10 | RESOLVE 10**

Starting Slots:

Violence 2 | Reaction 1 | Support 4 | Movement 1

TRAITS

TRANSMUTE-ACT: SHAPE: If you use an attack that has an Area-of-Effect (like Burst, Blast, or Line), you may expand its effect by one or you may choose one space that will not be affected.

TRANSMUTE-ACT: CREATION AND DESTRUCTION: Once per Round, whenever you deal damage, you may add +2 to the damage you deal, or if you recover ST, you may recover an additional +2 ST.

Gahum System

TRANSMUTE-ACT: GHOST THAT IS NATURE

Through overloading the Reactor of the ALBULARYO, this creates a ghost environment that surrounds your Meka. This is a system that was found in part of the original schematics. On the first use of it, all those turned invisible never returned, still stuck within eternal void.

During your Upkeep Phase, you may activate this. This creates an Aura 2 centered on you. All those within your Aura are invisible, even yourself. This includes even the terrain, meaning that terrain turned invisible cannot be used as cover and does not count as obfuscating. Every Upkeep Phase, you may choose one combatant within the Aura. You may deal 2 energy damage or return 2 ST to that unit. That combatant is now no longer invisible.

THE AGIMAT OF THE KOMSA ALBULARYO

VIOLENCE // GRANADA TALA

The signature rifle of the grenadiers of KOMSA. This fires a globe filled with the exploding hearts of stars, shaped by a magnetic field mere seconds after it was captured, which then explodes within an area and deals damage to all within its reach.

[RANGED][REACH 10][LIMITED 5][TWO-HANDED]

This creates a Burst 1 centered on the point of impact and you attack all those within the Burst. Deal 4 energy damage on a hit.

SUPPORT // MAGIC-MEDICINE: HEALING

A grenade that is shaped by a magnetic field. Upon explosion, it releases Diwanites that repair the structural integrity of those within its reach.

[RANGED][REACH 10][COOL DOWN][ACTION]

This creates a Burst 1 centered on the space chosen within Reach. All within the Burst restore 2 ST.

SUPPORT // WEAKENING ALCHEMY

Attached to the back of your Meka, this looks like a gigantic monolith that blazes with the color white. When activated, this uses the alchemy of the Gahum Reactor to create an Impairment Field.

[LIMITED 3][ACTION]

When used, perform Spiritual Warfare against all enemies within Burst 3 from you. All those that are hit are Impaired.

SUPPORT // RIP-GRENADE

Once a payload used to punch holes into mountains, turned into a debuff mount for Meka. It releases Diwanites that weakens and degrades a Meka's defenses for easier destruction.

[LIMITED 3][ACTION][REACH 10]

Choose a space or a target. This creates a Burst 2 centered on the space or target chosen, attacking all those within. All that are hit are Exposed until the Upkeep Phase of the next Round.

MOVEMENT // OIL ROAD

These are oil-dispensers on the feet of your Meka. When you move, you leave behind slippery oil. All those that step upon it will slip.

[LIMITED 3]

When you Stride, you may activate this. All spaces you step upon during that Stride, save for the one you stop on, are covered in oil until the end of this Encounter. You may Slide any combatant that steps upon the oiled spaces in a straight line in any direction. They stop on the first non-oil-covered space they come to.

REACTION // PROTOCOL: POTION ARMS

A protocol that fires a shaped toughener to an ally. On a hit, the ally is wrapped with a Spirit-Bubble that absorbs all sorts of damage and weaponry.

[COOL DOWN][REACH 7]

If an ally is attacked, you may give +4 Toughness to that ally as a Reaction. Use this before the attack is resolved.

VIOLENCE // Grenade Class "GRAVITY WELL"

A grenade launcher which launches mini-black holes that suck in all within the vicinity.

[LIMITED 3][REACH 10][TWO-HANDED]

Choose one space within Reach. This creates a Burst 2 centered on that space. All within the Burst must make a Safety Systems roll. Those that fail are pulled towards an adjacent space of the space you chose, and suffer 1 energy damage.

KOMSA RELOHERO

Your knowledge of cause and effect is juvenile. You speak of it with an ugly and simple name: Time. You Heretic. There is no time in the truth of the Starsea. Hear, hear the silent shout of the No Name God, that can be heard from the explosion of reality until it freezes over: "time and season are not true things." They are simply words that chain humanity to its subnormal state. Watch my plating, which moves like the live scales of a dragon. See my blades, my spines, my manipulators, which are spindly like a spider's, for I weave causation.

Size 1 | ST: 10 | RG: 4 | Armor 5 | Speed 4

EVADE: 8 | RESOLVE 11

Starting Slots:

Violence: 2 | Reaction 2 | Support 3 | Movement 1

Traits

CHAOS-SCIENCE: Time With No Meaning - Once per Encounter, in your Action Phase, you may undo any sort of effect caused by an action you did or any action done against you (meaning even those from Support AGIMAT as well as damage against you) during the last Action Phase. This means any movement never happened, attacks never happened, AGIMAT were never used (potentially letting Support AGIMAT that have the [COOL DOWN] tag be used again). This also includes damage from FIRE, as well as recovering from any Status Effects.

CHAOS-SCIENCE: Perfection of No-Time: Once per round, as a reaction, if an enemy attacks an ally within Reach 7, you may perform Spiritual Warfare against the attacker. If you succeed, the attacker is Immobilized, and the damage they deal if they hit is halved.

GAHUM SYSTEM

CHAOS-SCIENCE PRINCIPLE: BLACK CORE SHEATH

The Chaos-Effect Principle is simple: if you are covered in a realm in which no causation exists, then any cause applied to you has no effect. A bullet bumping into you would cause no pain, no damage.

This sheath of pure, unnerving blackness chills to the very bone as the RELOHERO embraces its innate entropic destiny. This comes with the RELOHERO's BLACK CORE, which has a strange internal alchemy of Gahum when examined closely, but can be perfectly replicated by schematics installed into the Lambat.

In your Action Phase, you may use an action to cover your Meka in the Diwa, the world without causation. All of the damage dealt to you is 0. You cannot be forcefully moved. But you cannot use any Violence AGIMAT, only improvised attacks. You are still affected by Spiritual Warfare and can still perform Spiritual Warfare. This lasts until the end of the scene or until you cancel the effect.

THE AGIMAT OF THE KOMSA RELOHERO

SUPPORT // STASIS STANDS

Pillars connected to the back of the Meka, which release diwatites, creating an aura of protection to deflect damage.

[INNATE]

Every maintenance, choose: material or energy damage. All allies adjacent to you are Resistant to that form of damage.

SUPPORT // HASTE

The Paramount God-Lord, there were Three that wished to baptize Him. He ran away. None could chase Him. MEORMAM MEORMAM MEORMAM.

[LIMITED 2][REACH 5][UPKEEP]

This mount shoots a virus that overclocks the systems of allied Meka, quickening them to action. Activated during the Upkeep Phase. You may not perform any kind of action until your next Upkeep

Phase. On your next Upkeep Phase, you deploy spiritbots toward one chose ally within range. That Ally may perform 2 Actions during their Action Phase.

SUPPORT // SLOW

The AGIMAT of the Relohero baluti... it is like sorcery, is it not? Like magic? I would be lying if I said it did not scare me. It scares me that technology can achieve this.

[LIMITED 2][REACH 5][ACTIVATION]

This mount shoots a RIME virus into an enemy to slacken and slow their movements and systems. Choose one enemy and perform Spiritual Warfare. If you succeed, that enemy can perform no Actions during its next Action Phase.

VIOLENCE // METEOR GUN

Manufactured by katalonan after Chaining a diwata of meteors. It was from them that the katalonan were able to find the calculations to summon a meteor to destroy an enemy.

[LIMITED 3][MISSILE][REACH 10][ACTION]

A gun that is shaped like a staff. When fired, it performs spiritual calculations and warps Spacetime, so that a meteor is summoned exactly above an enemy. This is a Missile that cannot be attacked. If it hits, deal 7 material damage and 3 material damage to all enemies within Reach 1 of the target.

REACTION // CRITICAL MAX: ACT

HEAR THE VOICE OF GOD. THE KEY TO ENLIGHTENMENT IS IN SHADOW. The Meka uses an unstable Spacetime Reactor hidden within pocket spatial Vector Folds to apply BURST-HASTE to itself when its condition is critical.

[LIMITED 1]

If your Meka is Broken, you may activate this as a Reaction. You may quickly perform an Action as if it were your Action Phase.

SUPPORT // STOP

This mount fires a virus towards a being. The bullet is made out of CHAOS-SCIENCE, using the principle of non-causation of the Diwa to stop and put one combatant into stasis.

When MEORMAM picked up a boulder to throw at Impinito, they were simply pointed at by Impinito and told: stop. They stopped. MEORMAM MEORMAM MEORMAM.

[LIMITED 3]

Perform Spiritual Warfare on one combatant. If you succeed, they are Immobilized and they cannot be dealt any kind of damage. This lasts until they succeed on a Safety Systems roll or you choose to cancel the effect, removing the sheath of Diwa. This automatically succeeds on a willing target.

SUPPORT // BLEED

All things corrode and are subject to decay. This is the truth of Entropy. Using the BLEED Virus, this shoots the Principle of Entropy toward an enemy, destroying and breaking its systems.

[LIMITED 3]

Perform Spiritual Warfare against one enemy. If you succeed, you may inflict FIRE 1, but with the damage of the FIRE applying to the RG of the target instead of the ST.

[BA] BAKUNAWA ARMASAN

Translates to "Bakunawa Armory"

"To Bring the Horizon."

The Bakunawa Armasan is one of the newer Megacorps to have been created. A conglomerate of a dozen salvaging companies that were investigated and shut down for illegal mining and resource collection in the Horizon, they have since signed a contract with the Lakanate to become the primary Horizon resource collector due to the need for resources in the aftermath of the Corporation Wars. Thus they have stepped forth and created Bakunawa Armasan. Thanks to them, the Third Lakanate is kept afloat with resources from all across the galaxy of Arkipelago, and continues to retain influence over the other four Megacorps (although, with the loss of the Lakan, that might change soon...)

The Armasan named themselves after the giant leviathans that drift through space, eating stars and moons to satiate their insane appetite. These leviathans are a kind of celestial diwata: celestial diwata being spirits that do not inhabit planets but instead stars, moons, and such. The Bakunawa are a kind of celestial diwata that form without a celestial body, and thus, travel across the Universe, eating stars, moons and planets to fill the unending paradox of their existence.

Bakunawa Armasan has since adopted a feudalistic structure similar to all the other Megacorps, with a Paramount Datu on top, other Datus following that Datu, and Maginoo throughout. The Alipins of the Bakunawa Armasan, as they have since become a large corpostate, are generally paid handsomely and given good living conditions, due to their main job being the vital work of mining for Luzbel and collecting Xenobeing parts.

The Parawali (Scholars and Teachers) of the Bakunawa Armasan have become experts on the various Xenobeings that exist alongside them in the Horizon (and sometimes even further Upstream), such as the giant shadow-creatures, the Maligno; the empire-building trickster horse-demons, the Tikbalang; the subterranean earth spirits, the Duwende; and many more. They talk with them, learn their languages, their culture, and their society, and report it back to the Lakanate. Through them they also learn more about the Diwa, and find new ways to craft Meka using a mix of Luzbel and bio-organic materials.

Bakunawa Armasan are currently seen as an oddity, and are on the receiving end of much hostility from the more powerful Megacorps. They have the smallest mandala in the Galaxy, although one might say that the entire Horizon is theirs. Since they mostly operate in the Shore Rim and the Horizon, their main connection to the rest of Arkipelago is the Lakanate. Bakunawa Armasan people are usually eccentric, especially due to their place in the Arkipelago, being so far from the rest, and rarely having Lambat connection.

Their Meka are very distinct since they are almost always a mix of Luzbel and organic materials, such as insectoid carapaces, bones, muscular tissue, fur, webbing, and many more organic materials that come from Xenobeing knowledge.

Their current Paramount Datu is Hamar Kasun, Master Scholar of the Academy of Wisdom. He was an old teacher at the Academy that worked as an archaeologist and xenologist for the defunct Mawanan Mining Company, and was chosen to become the leader of the Armasan due to his experience, connections, knowledge of Horizon Planets, and ability in building and piloting Meka.

BA SAWA

The BA SAWA was one of the first Baluti manufactured by the Armasan. When creating the Baluti they tried to make something that could be used to maneuver through dangerous environments and the alien seas and lands of the Horizon worlds. They created a slender frame made of Luzbel and Neomangkono, and outfitted it with AGIMAT that could be used to enhance horizontal, vertical, and diagonal movement, without sacrificing combat utility if needed. The outer carapace of it was equipped with the bones and giant feathers of the Minokawa, a flying Dambuhala that is common on many planets, which have very durable bones able to survive extreme heat. The SAWA rose to the challenge as a mobile suit made for alien traversal and fighting against hostilities.

Size 1 | ST 13 | RG 4 | TOUGHNESS 3 | SPEED 6

EVADE 11 | RESOLVE 9

Starting Slots

VIOLENCE 2 | REACTION 2 | SUPPORT 1 | MOVEMENT 3

Traits

Xenoterrain Adaptations: This Baluti can survive and function without any adverse effects within extremely cold, extremely hot, or deep-sea environments.

ECLIPSE Type Maneuverability: When Striding or Boosting, the SAWA ignores all Difficult Terrain.

Gahum System

ALL VECTOR STRIDE

The Gahum System removes all overrides and limiters, and the Meka's Neomangkono platings open and release Gahum particles that calculate every possibility of the Meka's movements. Every step now takes the Meka towards wherever it needs to be, without fail, through the usage of a probability calculus.

Activate this during the Activation Phase. Until the end of the current encounter, double your Speed, ignore all Watchstrikes, and ignore all Difficult and Impassable Terrain but you cannot end your movement in Difficult or Impassable Terrain.

THE AGIMAT OF THE BA SAWA

VIOLENCE // Long Shot Grapnel

Used for moving large platforms across huge chasms, this grapnel can be used to move Meka around without difficulty.

[REACH 10] [RANGED] [ACCURATE]

This weapon deals no damage. Instead, fire at one target (this may be a combatant or a free space) and then fire at another target within Reach 10 of the first. Make one roll for both of them. On a hit, they are connected. Using an Action, you may retract the Grapnel's cord to snap the two entities together. This may cause damage to both entities if they're combatants (always 3 material damage, or if a combatant is slammed against a hard surface. You may also choose to make this a travel snap, allowing you to pull a target to another target without dealing damage. The movement also ends if one of the targets hits impassable terrain.

MOVEMENT // EXTREME ADAPTABILITY

Diwanites are released from leg compartments that disassemble the Meka's being into the Diwa before reassembling it. Used for high-stakes reconnaissance missions.

[COOL DOWN]

When Striding or Boosting, you may activate this. You may move through impassable terrain, but you cannot end your movement there.

REACTION // Xeno-Evasion Protocols

Protocols that make sure that your Meka is always moving, never in one place and never in danger of being destroyed by fast moving Xenobeings, first developed by the SD-SK for their BAGANI baluti, but since refined and perfected by the Armasan.

[LIMITED 3] [REACTION]

When Disengaging, you may activate this as a Reaction to move three spaces instead of one.

VIOLENCE // Harpoon Mount

Used for hunting down smaller fauna in Horizon worlds, a grizzled survivalist Armasan agent outfitted this with Meka holding modifications and made it a certified AGIMAT.

[AUX] [LIMITED 3] [RANGED] [REACH 7] [SEEKING]

On a hit, this deals 2 material damage and the target is pulled 2 spaces towards you.

MOVEMENT // SEVEN STAR Lower Chassis

Additional joints and hydraulics connected to your legs to help your Meka move quicker and respond with more acuity.

[INNATE]

Add +1 to your Speed.

SUPPORT // DIWAFOLD PLATFORM

A strange AGIMAT: this releases Diwanites that creates an invisible platform for something to step upon. First used during the Corporation War by a Lakanate Katalonan and then adopted and turned into a Meka AGIMAT by the enterprising minds of the Armasan.

[COOL DOWN] [REACH 5] [ACTION]

Choose one space that is one space vertically up from any space within reach. That space can now be stepped upon by Striding towards it and a combatant can stay there. This platform is invisible and doesn't count as any sort of cover or terrain. It disappears on the next round's Upkeep Phase.

MOVEMENT // Minokawa Wing

Wings from the feathers of a Minokawa, alchemically fused with carbon and durable webbing to make sure that it can lift the Meka. This AGIMAT is very popular among Horizon travelers.

[INNATE]

When you Boost, you Fly until the end of the movement.

BA GAWIGAWEN

This is the beast of paradise. The flower of hell. The spear that splits the earth. The axe that rends the sky. Its giant steps flattens mountain ranges. Its breath kills entire settlements. Its eyes spill with lightning. Watch with wonder, watch with awe, watch with amazing fear. Hear its screams, the exhausts of open calves, the creaking rusted tendons, the whirring, unbeating heart, the unbreakable alien metal bones. Its hundred arms reach out for violence, and is greeted with destruction.

Is this not enough information? Am I not the false prophet that brings forth violence? Oh, accursed Not-Humanity, the Land of Promise is near. But ye are cursed to wander for 40 eternities. Blessed to never find it.

Here, a small gift, a small token, from the other. From another to another. There are some things we cannot convey through human speech, it is immeasurably broken and unfinished. So here, in the Skyworld, we only speak in violence and want and ignorance. In passion and selfishness. Hear what we try to convey.

Hear our language:

GAWIGAWEN. Limitless violence.

Size 2 | ST 20 | RG 5 | TOUGHNESS 0 | SPEED 3

EVADE 9 | RESOLVE 9

Starting Slots

VIOLENCE 4 | REACTION 1 | SUPPORT 2 | MOVEMENT 1

Traits

The Book of Bathala, Chapter 3, Verse 1: Whenever the GAWIGAWEN is brought to 0 ST, as long as it still has RG, it can still perform actions as if it isn't Dead, but if it is damaged by anything, it immediately explodes, dealing 5 Energy Damage to everything within Reach 3 of it.

The Teachings of Saint Makanduk: When you Attack, you may move 1 space toward your target before making the attack. This still incurs Watchstrikes.

GAHUM SYSTEM

Shatter the Boundary: PALAKOL

This is the beast of paradise. The flower of hell. The axe that rends the earth, from heaven, from hell, from the forest, from the unknown, from the church, from the known. Summon the render of skies.

The GAWIGAWEN turns its Gahum Reactor into a Meka-sized Diwa-Splitter Axe that is good only for one hit. This is an Action. Make an Attack Action against one combatant adjacent to you. On a hit, deal 10 + 1d20 Energy damage. On a miss, deal 10 energy damage only, and then deal 1d20 energy damage to yourself.

AGIMAT OF THE BA GAWIGAWEN

VIOLENCE // Earth Splitter

This spear... I grant it with my accursed tongue. Be not afraid to use it for its function. You will need it soon. Aim down. Aim toward your feet. Salvation.

[RANGED] [REACH 10] [TWO HANDED] [ACTION] [RELOAD] [DIFFICULT]

On a hit, this deals 7 material damage.

VIOLENCE // Sky Render

This axe... I grant it with my accursed tongue. Use it for its purpose. Grip it in biomechanical paradox grips and hear it sing for its need. Its need for the sky.

[MELEE] [WATCH 1] [PRIMARY] [ACTION] [BRUTAL]

On a hit, this deals 5 material damage.

VIOLENCE // Skull Collector

This shield... is pierced with the skulls of its victims. Remember this: the skulls sing their dirges, but ignore them, lest you fall into the oblivion of the Horizon. They mean nothing, nothing.

[MELEE] [SHIELD] [OFFHAND] [ACTION]

On a hit, deals 3 material damage. While this is Readied, you have -1 to your Speed.

VIOLENCE // Lightning Breaker

This bow... commands the very heavens, and brings lightning even in the void. Do not look into the light it causes, son of man. Do not look.

[RANGED] [TWO HANDED] [REACH 25] [ACTION] [RELOAD] [DIFFICULT] [SEEKING]

On a hit, deals 7 energy damage and the target is Impaired until the next Activation Phase.

VIOLENCE // Hero Cutter

This knife... cuts even the greatest of heroes. Bring them down, and make sure they do not come home. They do not deserve home.

[AUX] [RANGED] [REACH 5] [LIMITED 3]

On a hit, deal 1 material damage and FIRE 4 until a successful Safety Systems roll.

SUPPORT // Spirit House

The house is where we slept, this Spirit House, where the people of villages offered sacrifices. This is where we slept, and where we got food, and we were satisfied, and we were angered, and we were pleaded to. Now we live within broken idols, stone churches, and unshaven mountains.

[COOL DOWN] [ACTION] [PERILOUS]

As an Action, make a Burst 1 zone centered around you. This zone lasts until the next round's Upkeep Phase (unless you use an action to sustain it). All allies that begin their turn within the zone or move into the zone take 3 ST.

REACTION // Violent Mythos

The final word... is to bring violence upon all those that bring violence upon you. Yes, even peace.

[REACTION] [COOL DOWN]

If you are hit by a Melee attack, you may use this. The one that attacked you now has FIRE 2 and is Exposed until a successful Safety Systems roll.

BA ORYOL

Feed from the bittersweet venom. Hear what your heart desires. Serpent chassis, perfect frame.

Destruction incarnate.

There was once a serpent maiden, who lived in the forest of splendor. Her upper half was of perfect steel and beauty, of ivory and pure gold, and her lower half a thick, writhing and sensual serpent tail that shimmers emerald and jade and dirt. Surrounded by love and monsters... until the hero came. Damn the heroes, there is no more need for heroes. But he was so brave, so damningly striking. The serpent maiden and the hero fought until they broke each other, tore each other's flesh from their bones, ripped tendons. And then, they would get up, revitalized, immortal. They made love. Love and violence, two sides of the same coin.

ORYOL, bittersweet serpent maiden, she finished her duty. She became the heroes rival, and helped the hero cleanse the land of monsters. Bittersweet maiden, she helped the birth of Not-Humanity. And then, she betrayed him, she left him, his heart ripped twain, sundered, and cleaved.

She took half of his heart for her own, and lived forever.

Feed from the bittersweet venom. Hear what your heart desires. Serpent chassis, perfect frame.

Destruction incarnate.

Size 1 | ST 12 | RG 3 | TOUGHNESS 5 | SPEED 4

EVADE 10 | RESOLVE 11

Starting Slots

VIOLENCE 3 | REACTION 1 | SUPPORT 3 | MOVEMENT 1

TRAITS

The Bittersweet Venom: If you hit an enemy with an Attack, roll 1d6. On a 4+, they suffer FIRE 2 until a successful Safety Systems roll.

Hark, Eater of Monsters, Mother of Bones: Once per round, when attacking with an [OFFHAND] Melee weapon, you may move up to 3 spaces toward the target, ignoring Watchstrikes and other reactions.

GAHUM SYSTEM

Bask: Destruction Incarnate, Eater of Hearts, Sunderer of Souls: this is the Bittersweet Venom

Feed from the bittersweet venom. Share with the hero your heart, your love, and then break him.

Break him until he cannot live without you. And then, leave him. Leave him. Feed him this, this bittersweet venom.

Activate this as an Action during the Action Phase. Make an attack against any enemy within range. On a hit, alongside dealing damage, the target also suffers 3 AP energy damage every round it starts its Activation Phase adjacent to the ORYOL.

On a miss, Disengage 2 spaces, and the target suffers 3 AP energy damage every round it starts its Activation Phase not adjacent to the ORYOL.

THE AGIMAT OF BA ORYOL

VIOLENCE // Venom Sibat Configuration

Feed them the bittersweet venom. This weapon is a bone and wood lance that is reinforced by chained Diwata. On its tip dance Diwata of Poison and Venom to inflict metavenomous damage onto the target.

[AP] [TWO HANDED] [WATCH 2] [REACH 2] [MELEE] [ACTION]

Deals 2 material damage. On a hit, once per round, inflict FIRE 3.

VIOLENCE // Heart Kris Configuration

Hear what your heart desires. This weapon is ironwood and steel, reinforced with Diwata of heart-rending and hunting. On its hilt dance the Diwata of Pain and Recklessness to send the wielder through interspace.

[OFFHAND] [WATCH 1] [MELEE] [ACTION]

Before or after attacking, you may teleport 1 space. Deals 2 material damage.

SUPPORT // Hunter Spirit Installation

Serpent chassis, perfect frame. This addles the brain of the Kalagyo, and gives it the Hunter Logic Virus. When it sees an enemy, it will hunt it down, and it will finish what you started.

[INNATE]

When attacking an enemy with a Melee Violence AGIMAT, once per round, you may inflict the Exposed status upon the target, regardless whether the attack hits or misses.

REACTION // Hush System Protocols

Destruction Incarnate. Install annihilation into your Kalagyo, and override their Logic with the soul of violence. No escape.

[REACTION]

On a successful hit, as a reaction, choose one:

- You may move 3 spaces without provoking Watchstrikes or Reactions toward another enemy.
- The target is Slowed until the next Round's Activation Phase.

SUPPORT // VENOM CALCULUS

Live forever by stealing from another. This instills your weapons and arms with Diwata of Grief and Betrayal, stealing from them what is theirs and adding it to your own. I lied. They are Diwata of Lies and Theft. howcanyoubelieveme

[INNATE]

Once per round, on a successful hit with a [MELEE] Violence AGIMAT, you may inflict Fire 3 and recover 2 ST.

SUPPORT // LOVE AND VIOLENCE

...took half of his heart for her own... Old adage, old proverb, this is the serpent's words. Hurt yourself to hurt others. It is the only way.

[ACTION] [COOL DOWN]

Spend 3 RG and inflict the Exposed and Stunned status on an adjacent target until a successful Safety Systems roll.

SUPPORT // CURSE OF THE SERPENT MOTHER

...she finished her duty. This converts the power of your Kalagyo into pure spite. Use it wisely, lest you destroy yourself.

[LIMITED 1]

When you are prompted to perform Spiritual Warfare, you may instead gain 1 Pagsasapi Point to immediately succeed on that Spiritual Warfare roll and additionally inflict Stunned on the enemy until the next round's Upkeep Phase.

BA MAMBABARANG

/// HEAR OUR HONEY, IT DRIPS SO SWEET

>>> These are the accursed skies. We were promised the heavens, not the underworld! But here we stand, our chitinous chassis singing cackling cacophonies to the false insectoid devil-gods. Our million eyes reflect the million-multiverse that plague our conscience. Our six wings and six arms poised ready to fail at anything we try.

But here we toil, we toil in this [paradise] until we are ready. We are ready. We will be ready. Breed with me and ready our spawn, this destructive spirit, this lord of flies that fills my being, we shall take them and bring them to bear against broken heaven. The false god, let us cast it/them/him/her out. Out of heaven and into paradise. Soon, soon all will be one in the infected swarm. All are one in the infected swarm. All are the swarm of infections. Let us cleanse and be purged only to rise again and be toiled. The destiny of Not-Humanity, let us be one, let us be great, let us topple the very broken pillars of heaven, and let us rend the chains of the oblivion, until are all one in the infected swarm.<<<

/// HEAR OUR HONEY, IT DRIPS SO SWEET

Size 1 | ST 14 | RG 4 | TOUGHNESS 1 | SPEED 3

EVADE 12 | RESOLVE 9

Starting Slots

VIOLENCE 1 | REACTION 3 | SUPPORT 3 | MOVEMENT 1

TRAITS

PARADOX OF MULTIPLICITY: SPAWN AND ONENESS: When deploying this Meka, choose up to 4 spaces within Reach 6 of each other. These are all the MAMBABARANG, and are called its Spawns, and are usually mini-Diwanite drones that coalesce into larger techno-insectoid swarms. However, they can all be attacked and inflicted damage normally, and are treated as normal combatants or allies. When a Spawn suffers damage, the damage goes to the MAMBABARANG's ST normally. When performing an action, you only choose one Spawn to do the Action. When Striding, only one Strides. When Boosting, only one Boosts.

As an Action, you may choose to combine all of the MAMBABARANG's Spawns into a single form, coalescing and combining into a single Baluti. This state is called Oneness. While in Oneness, switch the MAMBABARANG's EVADE and RESOLVE. You may start Meka Violence in Oneness.

THE HONEY DRIPS.: If an ally starts their Action Phase adjacent to a MAMBABARANG's Spawn, they gain +1 Suwerte to their next attack.

GAHUM SYSTEM

UNTIL ALL ARE ONE IN THE INFECTED SWARM: /// NAMUMUGAD

Let this be our proverb, as we embrace the battlefield, and the very skies turn lead with our insectoid carapace, and the air is transmogrified into hex buzzes as we infest reality.

All of the MAMBABARANG's Spawns expand, infusing themselves into the very air. Each of the Spawns creates an AURA 2 around them until the end of the Encounter. All combatants within the AURA are Impaired. If in the state of Oneness, the AURA becomes 3.

THE AGIMAT OF THE BA MAMBABARANG

SUPPORT // Chitinous Appendage

Here, a gift from us, let it coagulate like honey and materialize into something you can use. This is an extra hand, ignore the whispers and the buzzes, and the weird twitching and the strange crimson sap.

[INNATE]

Your Meka now has an extra hand which can hold an extra [OFFHAND] Violence AGIMAT.

SUPPORT // Air Spirit-Infestor

Here, a gift from us, from the honey of the sap of the Narra of the Universe. Let it coagulate into the hive that sends out drones of spirits, to help you in your endeavors.

[LIMITED 2] [RELOAD] [REACH 5] [RANGED] [ACTION]

Choose a space within reach. Create a Burst 1 Zone centered around the space chosen. All those that go through must make a Safety Systems roll. On a failed roll, that target is Impaired.

SUPPORT // Air Spirit-Purifier

Here, a gift from the demon Balete of Hell. Let it coagulate into a bamboo cannon that sends out spirit bees that exorcise ailments.

[LIMITED 2] [RELOAD] [REACH 5] [RANGED] [ACTION]

Choose a space within reach. Create a Burst 1 Zone centered around the space chosen. All those that go through it can make a Safety Systems roll with +1 Suwerte.

VIOLENCE // Demon-Insect Claws

Here, a gift from the Black River that leads into the demon chasms. Let it envelop your arm, this gigantic claw gauntlet, which grips and pincers and shears and rips and defabricates the universe.

[PRIMARY] [MELEE] [WATCH 1] [ACTION] [DIFFICULT]

On a hit, deals 5 material damage. If there are adjacent enemies to your target, you may choose to attack one of them. On a hit, deal 2 material damage to the secondary target.

SUPPORT // Precious Centipede

Here, a gift from us. Careful, its honey-logic houses a complex intelligence. A Diwata of scurrying Impairment. Use it if you don't want your enemies to get away.

[DRONE] [LIMITED 3] [ACTION] [REACH 5]

As an Action, deploy this Drone within Reach. Every Upkeep Phase, you may activate this. Activating lets you move the Centipede 5 spaces toward an enemy and attack it. On a hit, that enemy is Immobilized until the Centipede is destroyed or they spend an Action to remove it.

SUPPORT // Filth Flies

Here, a gift from us. This one is dumb, but its honey-logic says only one thing: destroy enemies from the inside.

[DRONE] [LIMITED 3] [ACTION] [REACH 10]

As an Action, deploy this Drone within an enemy's space within Reach. That Enemy must pass on a Safety Systems roll or become Exposed. All creatures that begin their Activation Phase next to this Drone suffers FIRE 1 and become Vulnerable Material until a successful Safety Systems check.

REACTION // DIWAFOLD MULTIPLICITY

Here, a gift from us. Don't mention it. All things are many, and many are one. To us, in the hive, there is no difference.

[REACTION] [COOL DOWN]

Use this when deploying an AGIMAT with the [DRONE] tag. As a Reaction, deploy that Drone twice.

Non-Playable Characters/NPCs and/or Enemies

These are beings that aren't played, and are usually fought against. NPCs or Enemies are usually used to provide physical threats to your Characters, and generally come into play during the exciting Mecha Combat section of MAHARLIKA.

The Traits of an NPC

- **All NPCs use the same Actions as the Players.** Note that unless they are ELITE or ACE-grade enemies, they cannot perform **Sumiklab**. No NPCs can use Quick-Repair.
 - Their Weapons are considered as Violence AGIMAT. Other AGIMAT are considered Support.
- **They are considered destroyed once they reach 0 ST.** They still have RG. If they fall to 0 RG, additional Fraying deals Energy Damage.
- **The Drones of the NPCs still use the same stats as the [DRONE] tag.**
- **Their AGIMAT don't have Tags, they simply have weapons and utility.** The effects of their equipment is written alongside the equipment.
 - Some of their AGIMAT have Cool Down (X). This means if that AGIMAT is used, they may roll a 1d6 during the Upkeep Phase. If the result of the roll is X or above, they may use it again. If not, then they can no longer use that AGIMAT.

Building an NPC or Enemy

This game doesn't exactly have a Monster Manual. Instead, you create your own type of enemy, usually a Meka or a Giant Being, or some sort of military armament. Building an Enemy is as easy as combining a **Frame** and a **Grade** together.

Remember that this enemy builder is made for refluffing (ie. altering the given descriptions of each outline but using the same stats). A Sundalo frame doesn't have to be a heavily-armored Meka, but instead can be a tank of some sort.

LEVELS OF POWER

Each NPC has a Level when it comes to their skills. Most enemies are Level 1, but more powerful or more skilled enemies may have higher Levels, up to 3. This can be a good way to showcase how a non-NEO Meka (meaning they can't perform Sumiklab) can be a notable threat against the Player's Maharlika NEO Meka.

If the enemy is Level 2: add +3 to their ST, RG, Damage, all of their Attacks, and Toughness. Add +2 to their EVADE and RESOLVE. They have 1 extra AGIMAT.

If the enemy is Level 3: add +6 to their ST, RG, Damage, all of their Attacks, and Toughness. Add +4 to their EVADE and RESOLVE. They have 2 extra AGIMAT.

SQUADS

Squads are NPCs that are entire groups, usually they will show up as squads of infantry, which can be threats against Meka.

- **They always only take up one space, but have an Aura 1.** All that are within or adjacent to this Aura are attacked by the Squad when they attack.
- **They cannot be Forced to Move from Ranged and Melee attacks.** But Area-of-Effect attacks can affect them with Forced Movement.
- **A combatant can enter the space where the Squad is.** But their space is considered Difficult Terrain and it triggers their Watchstrike.

QUICK-CREATE

If you need to quickly create an enemy, follow these guidelines:

- Their Speed is 4. If they are supposed to be heavy, 3.
- Their ST is 12. If heavy, 15.
- Their RG is at 4.
- Their EVADE is 10, and their Resolve is at 9.
- Their Toughness is 3. If heavy, 5.
- They always have a +2 to their Attack.
 - They have one Melee attack with WATCH 1.
 - They have one Ranged that has Reach 10.
 - Both attacks deal 3 material damage.
- You may attach 1 AGIMAT to them from any Frame.

FRAME

The Frame defines the skills and other statistics of an NPC. This also defines what their role is in combat.

When creating an NPC enemy, follow the following steps:

1. **Choose a Frame from below.**
2. **After choosing a Frame, you may choose 2 AGIMAT:** one from the Frame itself, and then another coming from anywhere else. Higher Levels give you more access to more AGIMAT.
3. **For more variance, you may swap 1 weapon from the Frame chosen with another Frame's weapon.**

While each of the Frames here defines and showcases various Meka Frames used by most corporations. Usually, they are considered Mass-Pro (Mass-Production) units. However, the game is yours: feel free to refluff them as much as possible, even to create new NEO baluti, using the Grade system.

The 12 Frames detailed here are as follows: **PAKIL, BARILERO, KUMANDANTE, ARTILERYA, GRANADIERO, SUNDALO, MANUNUMPA, MANGGAGAMOT, GAPANG, and ESGRIMA.**

If you want to randomize enemies, you may roll a d12 if you wish, with the number corresponding to the order.

Frame Role

Each Frame also has a Role in combat, which is important when it comes to building fun encounters. If you want to represent an encounter that is straightforward, you might fill it with simple Striker Role enemies. If you want a longer, more interesting encounter, you might want to create a whole competent team from each of the five roles.

The current roles are the following: **Striker, Blaster, Protectors, Controller, and Buffer.**

Front-Liners

These Frames are meant to be in the front-line of battle, holding back the wave of hostiles.

- **Strikers** are adept at getting in close and attacking in Close Combat. They are usually equipped with powerful close combat weapons and with adequate ranged combat weapons.
- **Protectors** are usually units made to suffer a large amount of damage and be able to deal adequate damage back. They're made to try and block enemy movement and to keep the heat off of their own allies.

Mid-Liners

These Frames thrive in the midst of the fight, making sure they can reach their allies when needed, or they can get into firing range at the tip of a hat.

- **Buffers** are adept at strengthening their allies and making them stronger by giving them Suwerte, raising their defenses, or giving them extra actions.

Back-Liners

These Frames are meant to stay away from the action, controlling the battlefield and picking enemies off from a safe distance due to their inherent fragility.

- **Blasters** are the opposite of Strikers, in that they're made to get far and deal damage from afar. They usually have low defenses, but make up for it with high damage.
- **Controllers** are adept at controlling the battlefield, either with hard control through moving enemy's, or soft control through weakening units with statuses.

PAKIL

Striker

The PAKIL frame is a swift and quickly deployed chassis. Usually equipped with raptor-type legs and hydraulics that exponentially increase the damage dealt.

Size: 1

Speed: 5

ST/RG: 13/3

Toughness: 3

Spiritual Warfare: +1

EVADE/RESOLVE: 11/9

Attack

ArmaKarga SMG: +2 vs. EVADE. Reach 7. Ranged. Deals 4 material damage.

Mekanized CQC-Type Kutsilyo: +2 vs. EVADE w/ +1 Suwerte. Melee. Watch 1. Deals 3 material damage.

FRAME TRAIT

Violence Mechanics

The first attack of the PAKIL in an Encounter has +1 Suwerte.

AGIMAT

Protocol: Left for Dead: If the target of the Meka has no other beings other than the PAKIL adjacent to it, deal +3 damage on a hit.

Mechanics: DON'T MESS UP MY TEMPO: If the Meka has Evaded an attack, it may Disengage 3 spaces as a Reaction.

Mechanics: RUSHING: *Cool Down 6.* This Meka may attack twice.

BARILERO

Blaster

The BARILERO is a Frame of a ranged-type chassis. Don't try to put this too close: that would be too dangerous.

Size: 1

Speed: 3

ST/RG: 11/3

Spiritual Warfare: +1

EVADE/RESOLVE: 9/9

Toughness: 2

Attacks

KOMSA [LAYO] /// Assassin Rifle: +2 w/ +1 Suwerte vs. EVADE. Reach 25. Ranged. Deals 4 material damage. If this Meka did not move during the past round, deal an additional +2 damage.

Mekanized CQC-Type Kutsilyo: +2 vs. EVADE. Melee. Watch 1. Deals 2 material damage.

FRAME TRAIT

Mechanics: HEART SHAKER

You may reroll one attack that missed, once every Round.

AGIMAT

SYSTEM: Coldpoint Apex: Activate this during the Activation Phase. This Meka's next attack has +1 Suwerte.

TECHNOLOGY: SHINE DRONE: *Cool Down 6.* Deploy this drone within Reach 5 as an Action in the Action Phase. All within Reach 2 of the Drone suffers +1 Malas to all their attacks.

SYSTEM: Touch Me Not: *Cool Down 6.* If this Meka would be attacked by a Watchstrike because it used a Ranged attack, that Watchstrike suffers +1 Malas.

GRANADIERO

Controller

The GRANADIERO was a frame made for mining and destroying asteroids. During the Corporation War it was turned against the then dominating Sais-Anim Corpro to destabilize and destroy the mining industry, giving the SD-SK an upper hand and eventually leading to the merger of Ginhawa and Sibol.

Size: 1

Speed: 4

ST/RG: 14/4

Spiritual Warfare: +1

EVADE/RESOLVE: 10/10

Toughness: 3

Attacks

SD-SK Granada Lantaka Unit: +2 vs. EVADE. Attacks all within Burst 1 of Reach 10. Deals 3 energy damage.

Wrist-Mounted KARAMBIT CQC-Armas: +2 vs. EVADE. Melee. Watch 1. Deals 2 material damage.

FRAME TRAIT

MECHANIC: Love Bomb

Once per round, during the Action Phase, as an Action, deploy two drones within Reach 7. These two drones can be detonated by you during an Activation Phase, creating a Burst 1 explosion around each. +1 vs. EVADE of all those caught within the Burst, dealing 5 AP energy damage.

AGIMAT

SPIRITECH: SPIRITIST BULLET: *Cool Down 6.* When this Meka attacks using a RANGED weapon, they may replace the damage they deal with Fraying 2.

SPIRITECH: SECRET BOOM: During the Upkeep Phase, this Meka may deploy a Mine within an empty space within Reach 10. Any combatant that steps on the Mine or on an adjacent space to the Mine, triggers a Burst 2 explosion, +1 vs. EVADE, dealing 3 material damage to all those within the Burst.

SPIRITECH: LANTAKA TURRET: During the Action Phase, as an Action, deploy a turret within Reach 5. All enemies are within or move into Reach 3 of the turret are attacked every Activation Round. +1 vs. EVADE, dealing 3 material damage.

SUNDALO

Protector

The SUNDALO-class Frame is one of the toughest and most robust chassis, made for the frontlines during the First Corporation Wars. Currently, it is most commonly used as a Guardsman's chassis for the Guardsmekas of Maginoo.

Size: 1

SPEED 3

ST/RG: 16/3

SPIRITUAL WARFARE: +1

EVADE/RESOLVE: 9/8

TOUGHNESS: 6

ATTACKS

SD-SK Machine Rifle: +2 vs. EVADE. Reach 10. Ranged. Deals 3 material damage. Hit or miss, the target is Marked.

ArmaKarga CQC Weapons: Sandata-Line TALIM-TAKTIKA: +2 vs. EVADE. Melee. Watch 2. Deals 4 material damage.

FRAME TRAIT

War Protector: Halve all material damage dealt to the SUNDALO (before Toughness is applied).

AGIMAT

SPIRITECH: PLATING MESH: All damage dealt to this Meka is reduced by 1.

Protocol: CUT: If the Meka attacks, they may also attack an enemy adjacent to the original target.

SPIRITECH: PUMPED-UP KICKS: *Cool Down 6.* During the Activation Phase, this Meka may Stride towards one of the closest enemies, without triggering any Watchstrikes. If the movement ends with the Meka adjacent to its target, it may attack.

MANUNUMPA

Controller

Made by KOMSA, the MANUNUMPA class Frame is a chassis that has a LAMBAT-Weave that allows it to enter into the Lambat and manipulate things within it. Originally made to be a traverse-suit for physical Lambat insertions, now has a combat utility.

Size: 1

Speed: 4

ST/RG: 12/6

SPIRITUAL WARFARE: +2 w/ +1 Suwerte

EVADE/RESOLVE: 8/12

TOUGHNESS: 1

ATTACK

GHW-S DIGMADIWA-Sandata: Barilspiritu: Perform Spiritual Warfare vs. Resolve. Reach 10. Deals Fraying 2. If it does not hit, choose material or energy damage: the next time they receive damage of that kind, they suffer an additional +2 damage.

CQC Pistol: +2 vs. EVADE. Melee. Reach 5. Watch 3. Deals 2 material damage.

FRAME TRAIT

Fuzzy Frequency: This Meka is Invisible during the Activation and Action Phases, and only becomes visible when attacking or during the Upkeep Phase.

AGIMAT

SPIRITECH: GHOST PETAL: *Cool Down 6.* On a confirmed hit with a physical attack, this Meka may convert the damage it was dealt into Fraying.

DRONE: MINI-SORCERESS: This Meka may deploy this Drone during the Activation Phase, within Reach 10. All that are adjacent to it are Slowed, and all that are within Reach 2 of it suffer 1 energy damage every time they perform hostile actions, such attacking or performing Spiritual Warfare.

SYSTEM: FAKE LOVE: *Cool Down 6.* On a Confirmed Hit with a physical attack, this Meka may perform Spiritual Warfare against the one it hit. On a success, the target can only see spaces adjacent to it until the next round's Upkeep Phase.

MANGGAGAMOT

Buffer

One of the more important and valuable chassis, the MANGGAGAMOT-class Frame was made to support those in the frontlines and the more fragile Meka. This Frame boasts an ARMAS-GAHUM from KLL which it uses to give energy to its allies. Crafted by skilled Mechanic-Doctor Randisa who patented it and sold it to the Lakanate.

Size: 1

Speed 4

ST/RG: 12/4

SPIRITUAL WARFARE: +2 w/ +1 Suwerte

EVADE/RESOLVE: 9/11

TOUGHNESS: 1

ATTACK:

KOMSA Virus Tirador-Class Gun: Perform Spiritual Warfare against an enemy within Abot 15. Ranged. Deal Fraying 2 on a hit.

KLL ARMAS-GAHUM Double-Action Gun: +2 vs. EVADE. Ranged. Deals either 2 energy damage or heals 2 ST.

FRAME TRAIT

Sacred Aura: All allies adjacent to this Meka may roll Safety System rolls twice.

AGIMAT

PROTOCOL: ALKIMISTA: During the Action Phase, as an Action, activate this Protocol. Give one ally within Reach 15 +2 to their EVADE until the Action Phase of the next Round.

STRUCTURE VIRUS: Choose one ally. Add Toughness 3 to their Toughness and choose material or energy. When they are damaged by that kind of damage, they may halve it until the next round's Upkeep Phase.

SYSTEM: DESTINED: During the Upkeep Phase, choose one ally within Range 10. This Meka is now Connected with that Ally. While they are Connected, they both have +2 to their damage and ST, but if one suffers damage, both suffer that damage.

ESGRIMA

Protector

The ESGRIMA Frame is one of the largest chassis built by the now defunct Bangisan Industries. This huge Meka was created to patrol city walls and fight back against giant beings. First used and most effective during the Siege of the Walled City of Oromantra, where it devastated the walls in a span of seconds.

Size: 2

Speed 4

ST/RG: 14/3

SPIRITUAL WARFARE: +1

EVADE/RESOLVE: 8

TOUGHNESS 10

ATTACK

ArmaKarga MISSILE LAUNCHER: This is a Missile (see Missile tag on p. XX). Reach 15. +1 vs. EVADE. Deals 7 material damage.

KS CQB UNIT: TAKTIKAWIT Tactical Hook: +2 vs. EVADE. Melee. Reach 3. Watch 2. Deals 4 material damage. On a hit, the target is Grabbed until the next Activation Phase.

FRAME TRAIT

4 WALLS: This Meka gives superior cover to all adjacent allies.

AGIMAT

SPIRITECH: WALL: During an Action Phase, activate this as an Action. Choose one space within Reach 10. Create a Line 2 area of effect from that space in any direction, as long as it is a Line. This is considered as Obscuring and Impassable Terrain and gives superior cover.

PROTOCOL: THE GREAT AND LONELY GOD: As a Reaction, this Meka may stride to the side of one ally that has been hit within Reach 5, and this Meka may choose to suffer the damage instead of the original target.

SYSTEMS: TUNNEL VISION: Cool Down 6. During an Activation Phase, choose an enemy within Reach 10 and perform Spiritual Warfare. On a spiritual breach, the target has +2 Malas on all attacks that don't include this Meka until the Upkeep Phase of the next Round.

KUMANDANTE

Buffer

The KUMANDANTE-class Frame is focused on giving out commands and examining the battlefield. This kind of Frame is most powerful when with other Meka, so that it can strengthen them. Originally made as a battlemind for interfacing tactics in the battlefield, the Meka's systems was given a chassis to make it a moving tactical platform.

Size: 1

Speed 4

ST/RG: 15/4

SPIRITUAL WARFARE: +1

EVADE/RESOLVE: 11/10

TIBAY 4

ATTACKS

ArmaKarga Rifle: +2 vs. EVADE. Ranged. Reach 10. Deals 3 material damage.

ESPADA-Class Giant Sword: +2 vs. EVADE. Melee. Watch 1. Deals 3 material damage.

FRAME TRAIT

ACCURATE AURA: All allies adjacent to the KUMANDANTE have +1 Suwerte to their attacks and +2 to their damage.

AGIMAT

System: DODGE: If an ally within Range 10 of the Meka is hit, the Meka may pull the target to another space 3 spaces away from the original space as a Reaction.

SPIRITECH: STRENGTHENING: This creates a glowing symbol upon a hit. If this Meka hits an enemy using any attack, they may activate this. The next attack against the marked enemy has +1 Suwerte.

System: CHARGE: As an Action during the Action Phase, choose one target. The Meka then chooses one ally within Reach 15. That ally may attack the target the Meka chose.

ARTILERYA

Blaster

The ARTILERYA-class Frame is a frontline-shattering bomber-type artillery created to destroy enemy-lines. Usually deployed by the SD-SK, it also has use as a mountain flattener or demolitions vehicle.

Size: 2

Speed: 5

ST/RG: 15/4

Spiritual Warfare: +1

EVADE/RESOLVE: 10/10

TOUGHNESS: 5

ATTACK:

RemSau LANTAKA GU-01: +2 vs EVADE. Ranged. Reach 10. Attacks all within Burst 1 of the target space. Deals 4 energy damage.

KAMAO Fist Mount: +2 vs. EVADE. Melee. Watch 1. Deals 3 material damage.

FRAME TRAIT

DIVERGENCE MODIFICATION: When the ARTILERYA misses an attack, it still deals half the damage, rounded down.

AGIMAT

SPIRITECH: SHAPE///EXPLOSION: If this Meka launches an attack that has an Area-of-Effect (like Burst, Line, or Blast), it may choose one space to not include in the effect.

PROTOCOL: CHOSEN BULLET: If this Meka attacks, it may choose what damage the attack will deal: material, energy, or healing. Healing bullets heals ST instead of dealing damage.

SPIRITECH: HOLD-DANGER: If this Meka attacks, it may choose to hold and delay the effect of its attack. Choose Activation, Action, or Upkeep. The effect of the attack happens during the Chosen Phase of the next round.

GAPANG

Striker

The GAPANG Frame is built on a focus on maneuverability. Its metal platings can be flipped to create refract-plates that can bend light around it to make it invisible. It sports six arachnid legs made for maximum movement. It was created as a rescue unit during the Maligno Wars by the GHW-S, but found valuable utility in recon and traversal missions during the Corporation War. First seen use in the Battle of Si Kulan Bagwis where it managed to survive in the acid bog beneath the walled city.

Size: 1

Speed: 7

ST/RG: 12/3

Spiritual Warfare: +1

EVADE/RESOLVE: 11/9

TOUGHNESS: 2

ATTACK:

Makiling Builders GAGAMBASPADA: +2 vs. EVADE. Melee. Watch 2. Deals 3 material damage. On a hit, the target must make a SGW Check vs. 10 or become Immobilized until the next Upkeep Phase.

RemSau CQC Refract-Rifle: +2 vs. EVADE. Ranged. Reach 12. If attacking from Invisibility, add +1 Suwerte.

FRAME TRAIT

REFRACT-PLATE PROTOCOL: If the GAPANG moves after an attack, it becomes Invisible until it attacks again.

AGIMAT

SPINNERET FUNNELS: Deploy these during the Activation Phase and choose a target. These Spinneret Funnels launch attacks that are +2 vs. EVADE and deals 3 material damage on a hit, and also Immobilizes the enemy. The enemy attacked can break free from the Immobilization on a successful SGW Check.

GHW-S Seventy Joint Folds: Activate these when you move. Once per round, this Meka ignores all Difficult Terrain.

PATTERN FRAY: A shoulder cannon mounted on the Meka. This is an attack, +2 vs. EVADE. Ranged. Reach 4. On a hit, deal 3 energy damage or 2 Fraying. If the target is Immobilized, double the damage.

HUMUHULMA

Controller

The HUMUHULMA Frame was made as a terraformer by the technokatalonans of KLL, to create better living conditions for settlements. The HUMUHULMA-03 is a Combat Unit made for combat encounters, equipped with a miniaturized Altar Dambana to offer prayers of forgiveness as it changes the land and universe around it. The Combat Unit was first used against the now defunct Bangsabangis Military Order who fought under the SD-SK, in the climactic battle of Hari Asin, which led to the doom of the Order.

Size: 1

Speed: 3

ST/RG: 7/10

Spiritual Warfare: +1

EVADE/RESOLVE: 8/13

TOUGHNESS: 1

ATTACK:

KLL TERRAFORMER Funnels: +1 vs. EVADE. Ranged. Reach 12. On a hit, the target suffers 2 energy damage and is pushed back 1 space. On a miss, choose one free space adjacent to the target. That area is now impassable terrain and grants superior cover until the next Upkeep Phase. If anything attacks it, the terrain immediately collapses and vanishes.

FRAME TRAIT

Natural Dambana Carapace: When attacking with a Ranged weapon, they may choose to teleport 1 space anywhere before or after the attack, once per round.

AGIMAT

BERBEROKA DRONE: Deploy this Drone during the Activation Phase of a Round within Reach 5. This Drone creates an Aura 1 that is Difficult Terrain and gives Simple Cover to all allies adjacent to it.

Transmute Protocol: *Cool Down 6.* Choose one piece of Impassable Terrain that is no larger than one space. That terrain no longer exists.

Transmute Rain Mount: *Cool Down 6.* Choose three squares within Reach 15. Those squares become Impassable Terrain.

ISIP-DIGMA

Buffer/Striker

The ISIP-DIGMA was built as another battlemind Kalagyo mount where weapons are attached. The ISIP-DIGMA was built specifically for the Corporation War by the SD-SK, for the function of going to the frontlines and then learning the tactics and maneuvers of an enemy before sending the quicksilver processed information to the rest of the team. Much coveted, the ISIP-DIGMA is one of the more expensive Mass-Pro units to create.

Size: 1

Speed: 3

ST/RG: 10/10

Spiritual Warfare: +1

EVADE/RESOLVE: 8/8

TOUGHNESS: 15

ATTACK:

RemSau DIGMAAN PALAKOL: +1 vs. EVADE. Melee. Watch 1. Deals 6 damage and pushes the target back 1 space.

ArmaKarga Shield: +1 vs. EVADE. Melee. If attacked, this can be used as a Reaction to reduce the damage to 1.

FRAME TRAIT

INFINITE RECALCITRATION: If the ISIP-DIGMA is hit by an attack, it may choose on Ally. That Ally has +1 Suwerte toward the enemy that attacked the ISIP-DIGMA until the next round's Upkeep Phase. This can be triggered as many times as possible in a single round.

AGIMAT

DATA-PLATE WEAPONRY: Once per round, this Meka's attack may Mark, whether it hits or not.

Offensive Barrier: When this Meka is hit, once per Round, one ally in Reach 10 of it may make an attack against the attacker of the Meka.

Proper Positioning Protocols: As long as there are allies within Reach 2, all of the allies (including this Meka) has +1 Suwerte when attacking and inflict a +1 Malas Penalty against all attacks dealt against them.

UNUSUAL FRAMES

These are the more unique frames that aren't inherently... Meka or artillery or whatnot: humans and Giant Beings.

HUMANS

Size: ½

Speed 4

ST/RG: 3 (10 if a squad)/0

Spiritual Warfare: +1

EVADE/RESOLVE: 8/8

Toughness 0

Attack:

Machine Rifle: +1 vs. EVADE. Reach 10. Ranged. Deals 2 material damage.

Blade: +1 vs. EVADE. Melee. Watch 1. Deals 1 material damage.

GIANT BEINGS

"Giant Being" or GB is a catch-all term for humongous threats. These include the giant Maligno MANDIRIGMA beasts, or the planetary spirit-guardians, the DAMBUHALA, among other things.

Size: 2 - 3

Speed: 3-5

ST/RG: 28/0

EVADE/RESOLVE: 12/5

TOUGHNESS: 10

ATTACK

CLAWS AND BITES: +2 vs. EVADE. Melee. Watch 2. Deals 5 material damage.

BEING TRAITS (CHOOSE 3)

Quick: Once per Encounter, this being may perform 4 Actions in an Action Phase.

Regen: During every Activation Phase, the GB heals 6 ST.

Chameleon-Skin: If the GB is beside difficult terrain, this is also considered as simple cover for it.

Destructive: Once per Round, if the GB attacks and hits, the target hit suffers FIRE 5.

Burrows: This digs into the land. If it Strides, the GB does not trigger Watchstrikes, but must appear in an empty space.

Resistant: Choose material or energy. All damage from that source is halved.

Flying: This GB can fly.

Grabbing Claws: +2 Suwerte to all grab attempts by the GB.

Piercing Fire: If the GB attacks, it may affect all those within Reach 2.

Fire/Acid Breather: This GB may make the following Ranged Attack: Blast 3. +1 vs. EVADE, with +1 Suwerte. Deals 5 energy damage.

GRADE

GRADE describes what kind of a combatant an enemy is. If it is simply a normal enemy, or one that is more noteworthy, or perhaps one that is even a NEO himself. Grades are the second part of creating an NPC, and you must attach one to any enemy you create. The following are the NPC Grades:

GRUNT: The GRUNTS are those that are easy to destroy, mostly a nuisance in battle. All Grunt Grade enemies have only 1 ST, but they will never suffer damage on a missed attack against them, even with AGIMAT that have [SECURE].

COMMONER: The Commoner is the normal type of enemy. It uses the normal traits above.

ELITE: The Elite are those enemies that are hard to beat, and can provide a decent challenge. Elite Grade enemies are powerful, and some are even NEOs on their own right. **All ELITE enemies have the following:**

- **2x ST**
- **+1 AGIMAT**
- **+1 to Attacks and Damage**
- **May perform Sumiklab once.**

ACE: ACE Grade enemies are the most powerful types of enemies, they are those that can most certainly match up to four NEO type enemies in battle, easily. They usually come with iconic epithets, such as Crimson Comet or Azure King.

ACE have the following traits:

- **3x ST**
- **+3 AGIMAT**
- **+2 RG**
- **+2 to all Attacks and Damage**
- **+1 Reaction per round.**
- **+1 Action during the Action Phase.**
- **May perform Sumiklab any number of times (but must pay the RG)**
- **+3 to all Safety System Rolls**
- **Cannot suffer one Status Effect (choose which when creating them).**
- **When the ACE is BROKEN, they emanate an Aura 1 that Slows all within the Aura.**
- **When Attacking, it may choose to attack one more enemy with the same attack, once per round.**

BUILDING AN ENCOUNTER

To build an Encounter, one must keep in mind the Encounter's budget. You have an Encounter budget equal to the number of Players you have fighting. (ie. if there are 4 players, you have a Budget of 4.) Now to find out if you have an easy, average, or hard encounter, follow these guidelines: (n is the number of players/your Encounter Budget).

Easy Encounter: $n - 2$

Average Encounter: $n - 1/n + 1$

Hard Encounter: $n + 2+$

A GRUNT GRADE enemy counts as $\frac{1}{2}$.

A COMMONER GRADE enemy counts as 1.

An ELITE GRADE enemy counts as 2.

An ACE GRADE enemy counts as 4.

TIPS FOR THE ARBITER

Don't put too many units in the fight. An ACE Grade enemy can take on 4 players, an ELITE can take on 2. Don't keep on adding enemies because it will only slow down the encounter. If you want a lot of enemies on the field, consider GRUNT grades.

When starting out, don't fret about making tactical choices or choosing the optimal tactical choices during combat. Make mistakes. Use the Quick-Create to create easy to manage enemies. Only change it up once you can handle the system. Additionally, don't be afraid to use the Frames written above as is, if you don't feel like customizing or you want to whip something out on the fly.

Always remember the Victory Conditions. Most of the time, they aren't simply: destroy all enemies!

THE GALAXY OF ARKIPELAGO

Arkipelago is a sacred place. The abode of Humanity, New and Old alike. Watch that Diwata, in the form of a flying serpent, circle and slither about a quaint settlement, of bamboo huts and brick houses, of stone paved roads with chickens chained to posts. The children waking up at 0800 in the morning, to the sight of their blue and orange binary star, needing to attend school beside the local chapel and Katalonan house. They ready, eating fresh pandesal with cheese filling, and a warm chocolate drink. Their mother tells them to have a good day, while setting up her PaDa, *Panuos Dala*, a portable computer with which she uses to communicate with five other representatives of five other companies. The Megacorp they live under, SD-SK, wishes to know their budget plans, so that they may plan for the coming year.

In school, children are unique, and different. The sight of pink or white or neon blue hair is not unusual anymore, as genetic modification, body modification, and diwata parentage can influence these traits. Among them, the boy is best friends with their teacher, a teaching Automata, wrapped in an organic shell, so that the children may be friendly with them. Chained to the Automata's processing systems is a Diwata of Knowledge, giving the AI a true consciousness. Today they talk of the latest news which is scouring the Lambat: the first reported phenomenon of true consciousness rising from an AI.

Their class is interrupted by an earth shaking explosion. Outside, two humanoid constructions, with joints and inner workings made of an ironwood-like alloy, fight against a group of pirates. They fight valiantly, steel against lasers, bullets against magnetic shields. In the end, a heap of stolen mass-produced PAKIL-frame Meka lie on the ground, destroyed. The space pirates flee. The chests of the victorious Meka open to reveal two pilots, one with striking green hair that flows to their chest, and another with no hair at all, and instead having a corona of bright light around her to represent her Kalagyo.

Maharlika. The name resounds.

THE LAND OF GOD

First, the Land of God, in the center of the galaxy of Archipelago, is a sacred place. Katalonan say it emanates a life-giving energy that gives the Galaxy of Archipelago the ability to sustain life, but this is simply rumors and cryptic religious ramblings. This is also where God lives, they say. If you try to seek out the Land, you will simply become lost.

THE ARCHIPELAGO

The ARCHIPELAGO is the galaxy wherein all live in. It is wide, violent, and home to millions of star systems and planets. The Archipelago is usually split into three (sometimes 4) concentric sectors,: **Upstream, Downstream, and Shore**. Sometimes the **Horizon** is included since there are some systems and planets that Humanity lives in there as well.

The **Upstream** is the sector that surrounds the Land of God, closest to the center of the Galaxy. Here you will find the rich, palace planets of the Maginoo and Datu, as well as the Capital Planet of the whole Lakanate.

The **Downstream** is the sector after the Upstream, surrounding it. Most work is done here, as well as trade, since it is the nexus of the Shore and Horizon Rims and the Upstream. This sector houses most of the planets and the population of Humanity.

The **Shore** is the furthest from the Land of God, and the closest to the Horizon. This is where most of the vagrants and untouchables of the setting live, and most planets here are also usually uncharted or unrecorded. There is still much natural resources here, thus why most of the rich exploit this sector

and its people. The planets on the edge are now rich due to becoming trading outposts for those that wish to travel past the Horizon.

The **Horizon** is usually a small sector, the thinnest that surrounds the Shore. Currently, alien beings have trading posts there offering goods from beyond the Horizon. The Megacorps also have many headquarters here for missions and operations past the Horizon.

The following planets are known throughout the entire galaxy:

SINAPUPUNAN, the Lakan's Planet. This is the capital of the entire planet, and the richest paradise. The Holy Palace of the Lakan is found here.

NILAAN, the Planet Sinking into Steel. This is the planet close to the Land of God. Many Maginoo live here, yet it's most widely known for having the Congregation Building of the Datu. Many say that Nilaan has become an entire planetary Cathedral for God and the Diwata. This is not too far from the truth. Nilaan is also the home of the Leader of Banwaism.

HIRAYA, the Planet in the Center of the Corporation War. This is in the Upstream Sector, and is known for being a huge trading outpost. It has seven moons and seven space station satellites. This planet is known to have been the site of the final battle of the First Corporation War, and thus, it is filled with many relics and artifacts, which the natives sell for profit. Many workers and Alipin live within Hiraya, since it is also a planet wherein all four of the Megacorps' mandala intersect. The Aliping Namamahay mostly live here, and Maharlika usually travel here.

RANAO, the Planet Peopled by Magic. Ranao is the furthest from the Land of God. Usually those that are poor, unemployed, throwaways, or vagrants are found here, but the main reason why people go to Ranao is to enter convents and brotherhoods and temples, or those wanting to look for peace. The Academy of Wisdom is found here as well, beside a mountain and a lake.

THE DIWA AND LAMBAT

Diwa is the force that penetrates all things within the Galaxy. One may say that Diwa is the foundation of reality. It is still being studied. It is not yet known where Diawa comes from, or how it actually works. It's not too far from the truth when one says that most of the new technology that uses Diwa was discovered due to sheer luck. Until now, Diwa is still feared, and currently the Lambat is still the only safe usage of the new diwa technology. Many of the diwa tech from Meka is highly experimental. Even now, Diwa is still a mystery and a secret.

The only really well known traits and qualities of the Diwa are following: it is the smallest substance, and is both a wave and a particle, but sometimes also a realm, although that phenomenon is not understood yet. Diwa releases energy as well: the energy of possibility known as **Gahum**.

Diwa is also known to be cold. Very cold. Whenever there are Diwa phenomena, the surrounding environment becomes cold as well, dropping the temperature, and sometimes one hears ice being crushed. This is also the reason why, when one Immerses into the Lambat, one hears ice breaking apart, as if diving into a frozen-over sea.

The Diwa is also the way all things are connected to the Lambat, hence allowing instant communications between planets, bridging the incredibly large gap between people in the Starsea. The Lambat is currently in its fifth edition, known as 5S. The Lambat is an internet that uses the fact of the penetration of the Diwa within all things to connect all things. Using this connection, they can manipulate things from a device, which is called a **Panuos**: computers that become the nodes that bring electronic commands through the Lambat. The most advanced Panuos in the current time are Meka Systems.

The Lambat is vast, and it uses Frequencies to transfer information. Currently there are five primary frequencies used, each with various websites: the Lakanate's, which is free to use for all, and the four Megacorporations', which only those under a Megacorp can use. To message another Panuos, one

needs their Frequency Code so that they can send messages directly to them through a Frequency. In addition to this, there are various channels. The following are the most popular:

- **NABlgador, or simply NABI:** The most vast and comprehensive search engine, contributed to and made more powerful by all the Megacorps, as per Lakanate Mandate.
- **Onsika:** From the phrase “Sino Ka?” which means “Who are you?”. This is the primary and most popular form of social media in the Lambat, with almost 100 billion people using it across the galaxy. Posts here have character limits.
- **Panuod:** One of the most famous video platforms and community building sites. Most of the more independent creators use this to build an audience, since the other popular site has been choked out by Lambat celebrities.
- **Daluyong:** Once supposedly for independent creators, now used by Lambat Celebrities and Idols for status updates and promotions. This is the most popular site in all of Arkipelago, since New Humanity loves its celebrities and idols.

SECRET ROADS AND BLINK GATES

There are also Secret Roads, rips in the fabric of the Starsea that then penetrates through the Diwa. Salimbal, or starships, can go through these roads to reach planets quicker. Only Katalonan can locate these natural rips in spacetime. The Secret Roads are dangerous, since while one is within it, time still flows outside. If you sail in a Secret Road, you may travel for 10 days, but if it normally takes 50 years to get to a place, 50 years will pass within those 10 days, thanks to relativity.

A new technology that is still being perfected are the Blink-Gates, which are usually found in the Upstream sector. They are man-made gates that go through the Void In-Between the Material and Diwa to instantly transport people between two different gates.

DIWATA

From the Diwa also come the spiritual beings known as Diwata. The Diwata are hyper-intelligences that come from the Diwa. Only the following is known about them:

- They suddenly spring into existence.
- They gain power from nature.
- They can manipulate the Diwa and nature.
- They represent aspects of nature.

The Diwata are worshipped. They are not normal beings. They are closer to god-spirits. When a new colony or settlement is sought to be made in a previously unsettled planet, a Katalonan must perform a ritual of appeasement and gratitude to its Planetary Diwata beforehand. A successful ritual grants allowance of building human settlements, as long as they do not encroach upon the Diwata's wishes or destroy the planet's beauty or natural resources. With this agreement, each human settlement is given a Guardian Diwata when first created, hence the necessity of a Katalonan for each place. Guardian Diwata guide the people of a settlement by speaking through the Katalonan, protecting them and giving them blessings every now and then. An angered Guardian Diwata may leave a settlement to fend for itself against violent creatures, or even bring about the downfall of a settlement itself.

A Diwata usually must occupy some hollow to live within. Usually they live inside natural altars: large boulders, strangler figs, rushing rivers, impressive cliffs. This is why humans must craft statues in the vague shape of humans called *larawan* from stone, wood, or gold with holes behind them so that the diwata can live within these idols, and therefore live within settlements. This is also why a Meka must be humanoid shaped: a Kalagyo of a Maharlika can only live within a human shape. A Maharlika is a human shape. For the Kalagyo to control the Meka, it must also be a human shape.

Diwata are capricious and fickle creatures. Due to the nature of the soul of New Humanity (which they call the Kaluluwa, their second half), when a human sleeps, their kaluluwa might wander. A kaluluwa is usually reflected by the deeds of a person: a beautiful kaluluwa means a person is good, which usually affects their physical presence as well. A beautiful wandering kaluluwa might be snatched up by a diwata, and some might even create children through this should the kaluluwa also fall in love with the diwata. This way, diwata-blooded are created, although they are not physically or spiritually different from new humanity, save for a prevalence of abnormal hair or eye coloring (which are frequently sported by New Humanity anyway due to prevalent, and cheap, body modifications).

NEW HUMANITY

This is not the galaxy we know. More importantly, this is not the Humanity that we know. Both of them are different. When the Conquerors came during the Second Lakanate, we fused with their blood, their ancestry, their bodies. Now, humanity is tougher, people have longer lives, and all sorts of traits that cannot be found in the modern world can be seen. This is why all kinds of people can come from New Humanity. This diversity is a strength, and it binds New Humanity together.

The culture and society of Humanity is not homogenous. Because of the vastness of Archipelago, culture is exceedingly plural and varied. Despite this, the common culture and society of the Lakanate is familiar to all, despite the heterogeneity of Archipelago.

Due to the greatness of Humanity's tech, they have been able to create equipment to better the quality of life. There are two kinds of tech: technology and spiritech. Technology uses regular principles and materials. Spiritech (which the Meka can be considered examples of) uses knowledge and the principles of the Diwa.

Thanks to the greatness of Savantry and Science, there are Maydiwa beings, which are artificial intelligences that can be used for manual labor. These AI are the ones that operate the Panuos, among other technologies.

THE LAKANATE AND SOCIETY

The Lakanate's sovereign is the Paramount Lakan: Lakan Korona. Many say that Lakan Korona is not an actual Human. Some say that he's a Xenobeing, an alien, or a being that embodies God. Others say that he is an angel, or a Diwata. All of these are wrong: in truth, Lakan Korona is a woman that is now gone. Why, or where she has gone, none know. Their **Atubang** (secretaries, attendants, and helpers) and **Kawal** (guards and usually peacekeepers) are all looking for someone to replace them, as a Lakanate without a Lakan is almost useless. A Lakanate without a Lakan is easy pickings, especially for the many new empires that are revealing themselves from past the Horizon.

The Megacorps know about this, and thus the entire Archipelago seems to be facing a new Corporation War, one for the throne of the Lakan.

Within the Lakanate of the Archipelago, there is a caste system, which they call the Natural Order. This order is mandated by law and it separates the people into different portions of society.

In the highest rungs of the order are the **Maginoo**, the rich property owning nobles (which the Datu are part of), the **Katalonan**, the spirit mediums of the Diwata, and the **Maygintawo**, those not born with the Blue Blood of Royalty but gained their social status by accumulating money by trade (and graft and corruption, usually). Maygintawo are usually loathed by the common people. Their names are usually known across all of the Archipelago.

Beneath them are the freed men: the **Maharlika**. They have the freedom to choose which Datu to serve, and can even change loyalties if needed. They are the ones that take missions from all kinds of Datu, and this is where the congregations of Maharlika come from. Anyone can become a Maharlika, as long as a Datu makes them so, freeing them from the Natural Order. The Maharlika are trained to be experts in piloting a Mekanized Weapon, or Meka.

Beneath the Maharlika are the workforce or the commoners: the **Aliping Namamahay**, or simply the **Namamahay**. They are the workers that live in the Downstream and in the Shore, and are always working to pay their tribute to their Datu or to the Maginoo that owns the planet that they live in. The **Aliping Sagigilid**, or simply the **Sagigilid**, are basically slaves, always with the upper classes, working for them, living near them, and doing chores and tasks for them. The **Aliping Horohan** or simply the Horohan is a kind of Alipin that is forced into war, sometimes even given the license to pilot simple first-gen Meka.

Resources are usually more than abundant, especially with the arrival of Diwanites. Through the usage of Gahum's infinite power, Lakanate Systems and KOMSA have created a powerful piece of programmable material known as Diwanite, little pieces of Gahum that can be transmuted into different kinds of matter. Usually a single piece of Diwanite is equal to a small mass of matter, so larger pieces of matter usually need more lumps of Diwanite. For ease of reference, always assume a piece a lump of Diwanite (the smallest amount) can be transformed into something the size of a sedan car, or a studio type apartment. Most can live entire lives off of twelve lumps of Diwanite.

When Diwanite is digitized it becomes Salapi, a currency governed and controlled by KOMSA. Salapi is digitized Diwanite that travels across the Lambat. Once one needs it, it is undigitized - programmed back into lumps of matter, which can then be transmuted. Transmutation can be done by various katalonan (usually technokatalonan, katalonan who focus on working with technology) by all kinds of Panday, and other kinds of Programmers who have specific program keys to turn Diwanite into material. Usually, though, it is just used as a currency for trading for ease of use on a local level. Reality Hackers are programmers who specialize in programming Diwanites.

THE TRUE FAITH

The True Faith, or the Truth, is the worshipping of the Land of God in the center of the galaxy, since it gives life to the galaxy itself. The Diwata treat God as their Leader, although none know who this God is. They are called many names: *Bathala*, *Kanlaon*, *Maykapal*, *Abuyan*, *Makaptan*, *Abba*, and more...

The Truth teaches that God is, in truth, five beings, which is why the symbol of their religion is the Five-Petal Gumamela. This is also shown whenever they initiate prayers and evocations: using two fingers, they tap their forehead, then their left chest over their heart, then their right shoulder, then the left shoulder, and then finally their right chest.

It is also taught that the IMPINITO DIYOS is the highest aspect of God, the true God. The second one that They emanated is MARIA, the Gumamela of Heaven. Beneath them are the Sacred Triumvirate: Father God, Ghost God, and Son God. It is said that the Sacred Triumvirate wished to baptize the Impinito Diyos when they forgot their place, which resulted in the Spiritual Combat that caused them to never show themselves to Humanity.

It is taught that there are Xenobeings from the Land of God that are called "Angels".

Below the Five Petal Gumamela are apparently the **Diwata**, the Gods and Goddesses below Impinito Diyos, and the **Umalagad**, ancestor spirits that bestow grace and blessing upon the people. Religious folk still perform numerous rituals and offerings to the Umalagad, as the diwata are usually beings that cannot be spoken to or bargained with by normal people, only by a katalonan.

Katalonan are the spirit mediums of the Faith. They live alongside the priests who preach and hold masses about the True Faith, but those who perform the rituals, seances, and speak with the invisible

spirits of nature are the Katalonan. Due to this, there is quite a bit of a feud between the katalonan and the priesthood.

Each cathedral within a settlement usually houses one or two priests. And then, living in a more natural abode, usually a house made of bamboo or wood, one can find a katalonan. These two structures usually sit alongside each other, flanking the *larawan* of the guardian diwata of a settlement.

Those that believe in the True Faith are called “**Truthians.**” Their spiritual leaders are the priests and the Katalonan. They believe that the Diwa is the Emanation of God.

The most famous cult or sect within the Faith is **Banwaism**, perpetuated and followed by the KLL. They too believe in the God in the Land, and that it has power, but their belief is more esoteric. Most of what is written above is part of Banwaism. One thing they do believe that isn't part of the mainstream is that there is a physical being that lives within the Banwa, and it is about to come out. They also do not believe that the diwata should be worshipped or performed rituals to.

The Estoericists are an order made up of savants, mages, and scientists, who theorize and create new technologies and spiritech. Their newest theory, the Chaos-Science Theory, is the science of, well, chaos. This is the study of the chaotic nature of Diwa.

The **Agila** have the motto: *Long Live Everyone*. They are a group of friars, monks, priests, katalonan, and warriors that are trained within monasteries to teach them history, art, and warfare. Their primary goal and principle is to give help to those in need of it, and to love without selfishness.

THE ARBITER

As an Arbiter, you have the important task of making sure the session you run is fun.

These are your primary responsibilities:

- **Firstly: you must showcase and describe a dangerous galaxy which your players will travel through, sail upon, and fight for.** Make sure to appeal to the five senses when describing things. Make sure you show the gritty remnants of an abandoned cyberpunk city, the ruins of an old Meka, the casualties of a NEO firefight in a capital planet, the consequences of fighting, the politics of the various Megacorporations.
- **Secondly: structure your sessions so that it takes advantage of the mission.** MAHARLIKA is built around the Mission and Downtime dichotomy. Missions will be the dangerous, boots on the ground experience. Ready the foundation of a session, ready a mission and an objective: don't ready an entire story.
- **Thirdly: according to above: *play to find out what happens*.** Missions are not stories, they are the dangerous jobs of your player's Maharlika. Showcase this to the full extent. Let the story arise from the events, the consequences, the actions of your players.
- **Fourthly: run the game according to the mechanics, but stick to your principles.** Don't be afraid to improvise your own rulings. The system laid out here is general and made to showcase the lives of a Maharlika. It is inevitable that there will be parts of a world there won't be rules for. Stick to common sense or Mecha Sci-Fi tropes when making rulings.

PRINCIPLES

As an Arbiter, you have five prime directives or principles when it comes to running a game of Maharlika.

PREPARE

According to the first Responsibility, ready yourself for a single session. Create an outline. You don't need to prepare for the entire game. Pay close attention to these pointers:

- **Get Their Attention:** If the next session doesn't begin in the middle of a mission, you need to get their attention. You can create a short scene that can challenge their expertise, or even a short combat. Whatever attention-grabbing event that will bring the Maharlika to their mission.
- **Give the Mission:** Once you have their attention, give them their Mission. Always remember that the Mission is the primary activity and job of the Maharlika. This can come from anyone, even if they're not a Maginoo of a Megacorp.
- **Ready a Twist:** Basically, a twist is strange thing that changes the perspective of the mission, or complicates it. Usually you can get away with one, but don't overuse it. This is an entirely optional part of the pointers.
- **Ready a Reward:** Rewards usually come during the Fiesta Phase, but this isn't a requirement. You can give it to them right after a mission, or as a conclusion of whatever story happened in the Mission.

Give them a Fair Challenge

Accordingly to the responsibility above, you have to show the violent and dangerous galaxy of Archipelago. As a dangerous setting, you must show them powerful enemies, so that they know that combat isn't a child's game. Think Gundam or VOTOMS: once the Meka are launched, something WILL be destroyed. Show them, as well, that teamwork is extremely useful, and that it is the primary principle when fighting as a NEO-gen Maharlika.

Actions Should Have a Proper Reaction

The Maharlika's job is not something normal people can do. A Maharlika is a powerful spirit-warrior, and their very name commands respect. As the Arbiter, make sure that every action they do has an equal reaction within the world, be it a good one (helping a settlement gives you more resources) or a bad one (killing that sacred beast turned the entire city against you). This will invest your players more into the galaxy you are making for them.

Showcase Awesome Meka Fighting

To be frank: you probably bought this RPG for the Meka. I'm here to say that you NEED to show awesome meka fighting. It's not enough for the fighting to be tactical. Let your players describe their actions, how their weapons activate, rebound off of metal chassis, destroy tanks, and how missiles burst into spirit shrapnels.

Arbiter, You Are the Last Judge

As the Arbiter, you are the final judgment on systems and mechanics. You must run the game, and facilitate it properly. Make sure the players are having fun. Ask them about subjects that they don't want to include in the game. Make sure they're all comfortable. You're all there to have fun anyway, right?

INFINITE MECHANICS: THE REALITYSMITH

“

Hear the call of God, the IMPINITO DIOS that is now gone. From their emanations come Diwa, and from the Diwa come materials upon which the mechanics of the galaxy work upon, and begin the forging of worlds. Hear the words of the Realitysmith, from which all things arise.” - WISDOM OF GOD, Book 2, Beginnings

What is the Realitysmith?

Only one knows the answer. The Multiplicity of Ones, the Paradox of Singularity. MEORMAM MEORMAM MEORMAM.

THE REALITYSMITH'S FIRST HAMMER: PLANET FORMER

The planets are the travelers of the Starsea. Usually, planets revolve around a single to three stars that give them heat and allow life to flourish. A planet has the following parts in MAHARLIKA: **Atmosphere, Biosphere, Hydrosphere, and Spiritlands.**

The **Atmosphere** is what covers the planet, the winds, and also the life within it.

The **Biosphere** covers the continents and islands, as well as most of the terrestrial life.

The **Hydrosphere** covers the seas and bodies of water, as well as the aquatic life.

The **Spiritlands** are the invisible reality of the Diwa within the entire planet. Usually this means the diwata, which can be found all over the world and are usually invisible to the naked eye.

Each planet also has a **Planetary Diwata**. A Planetary Diwata is what gives life and vigor to all beings upon the planet. The Planetary Diwata is the lifestream of the planet. If the Planetary Diwata dies, so does the planet.

Each Planetary Diwata can be found within a Planetary Altar, where it lives. This is usually a sacred site, or large formation, like the navel of the world, the tallest mountain in the world, a sacred forest, or a flying island.

CREATE A PLANET

To create your planet, choose or roll the following. Afterwards, define who the Planetary Diwata is and where the Planetary Dambana can be found.

Roll for the following aspects of a planet: **Atmosphere, Temperature, Life, Population, Technology, and Trait.**

Firstly, choose or roll 1d6 to determine where the planet is. On a 1-2, it is Upstream. On a 3-4, it is Downstream. On a 5-6, it is in the Shore or Horizon.

Planets in Upstream

The Planets found in the Upstream are usually flourishing with life. They are rich, and they have the best technologies. There are also many ruins which come from various civilizations that came before. Thanks to technology, Upstream planets can last longer and have the means to lengthen their lives.

Planets in Downstream

Planets here are average. Not too rich, but not too poor. All kinds of planets can be found here.

Planets in Shore or Horizon

Where most of the lower rungs of society go to. Planets here have large chances of being destroyed or succumbing to the natural order as nature reclaims its hold.

ATMOSPHERE

The atmosphere of a planet, which can affect missions.

2d6 Atmosphere

2 **Corrosive.** No Diwata exist here anymore. The planet is toxic and dangerous, and the air here is actively poisonous. While you're here, the atmosphere actively corrodes your integrity: -1 ST every hour that you're here.

3 **Dead.** You cannot breathe in this atmosphere, so you will need a Meka or a Suit. Most standard suits have 24 hours worth of air until the tanks are used up and need to be replaced or refilled. The Planetary Diwata here does not exist anymore, or is dead. Nothing can live here, and no Diwata live here either.

4 **No Air.** There are no Diwata of the wind, although there are more hostile Diwata that live here. These planets tend to have many artifacts and dead AI from bygone eras.

5-10 **Normal.** Earth-like conditions, although perhaps with different, alien topography and geography, such as coral mountains and underwater forests. The Diwata are alive and well here.

11 **Oppressive.** The atmosphere here is heavy, and it is hard to breathe. The Diwata thrive here, and are known to materialize and attack humans and other living beings. Armor and Meka are needed to survive here.

12 **Violent.** The Diwata have overpopulated this planet, a roaring circus of spirit society. Any being is attacked, thus leading to a non-existent biosphere, although the trees and plants grow so large that they choke the entire planet. Meka units are absolutely required for these planets.

TEMPERATURE

This is the temperature of the planet, which can affect missions.

2d6 Temperature

2 **Frozen.** Covered in ice. You need to wear armor or Meka to survive for long in these temperatures. All Meka are Weakened while in the planet.

3 **Cold.** Predominantly glaciers and tundras and deserts of snow. People can live here, albeit with excessive terraformed settlements, the help of Diwata of Fire, or genetic modifications. If a Maharlika has at least one Pagsasapi Point while on this planet, their Meka becomes Weakened, as the chill of the Diwa only deepens the harshness of the cold.

4-10 **Average.** Earth-like temperatures, with hemispheres, although the hemispheres might be different.

11 **Hot.** Tropical temperatures all around, deserts, and humidity. Terraforming, Diwata, or genetic modifications are needed.

12 **Hellish.** Covered in blazing hot temperatures. You need armor or Meka to be able to survive in these temperatures. All Meka are Weakened while in the planet, unless the pilot has at least one Pagsasapi Point, in which case the chill of the Diwa helps counteract the overwhelming heat.

LIFE

This is the kind of life that can be found on the planet. You can roll more than once to diversify.

1d8 Kind of Life

1 Xenobeings that are indigenous to the planet thrive here.

2 A human colony.

3 An indigenous human people.

4 Artificial Life, usually human Cases (people made to become organic vessels for richer people).

5 Only Diwata.

6 No life.

7-8 Mixed (Roll 1d6 twice). If you roll conflicting options, they might apply to different parts of the planet.

POPULATION

If there is intelligent life, this is the number of people living on the planet.

2d4 Population

2 A failed or small colony of up to about 1,000 to 10,000 people.

3-4 A bit less than half a million people.

5-7 Millions of people.

8 Billions of people.

TECHNOLOGY

This is the level of technology that particular planet has reached, either through the help of the Lakanate or from their own ingenuity.

1d6 Technology

1 **Low Tech.** Houses made of galvanized steel, vehicles made of salvaged parts, and tools made of wood. No Printers, no Altar-Factory, and no Lambat access. Usually, one would not find a Maginoo here.

2 **Low Tech.** Houses made of galvanized steel, salvaged parts, and wood are the most common. No Printers and no Altar-Factory, but there is Lambat access. Usually, one would not find a Maginoo here.

3 **Middle Tech.** All the luxuries of modern technology are here, including Panuos and usage of the Lambat, although without Printers nor Altar-Factories. No spirit tech. Equipment Vendors can be found here. Maginoo only come here when needed.

4 **Middle Tech.** All the luxuries of modern technology are here, including Panuos and usage of the Lambat, with Printers and a single Altar-Factory. Equipment Vendors can be found here. No Spirit tech. Low ranking Maginoo can be found here, scheming and plotting to uplift their status and gain more resources and power.

5 **High Tech.** All kinds of modern technology and cutting edge innovations can be found here, with nothing lacking. The most advanced Panuos, access to Lambat servers, large Printers, and Altar-Factories. Body modifiers can be found here, and mostly only here, as well as Equipment Vendors. Most Maginoo convene here.

6 **Highest Tech.** Everything is available, along with bleeding edge spirit tech, such as Blink-Gates, AGIMAT manufacturing, body modifiers for Maharlika, and much more. The Lambat can be accessed here to digitize consciousness and retrieve dead consciousnesses drifting through the Diwa, as well as to interface with Diwata. Usually found only in the Upstream Ring.

VARYING CHARACTERISTICS

1d20 Characteristics:

1 **Ancient Colony.** The planet was once a colony, but now lies in ruins after being abandoned. No one knows for sure where the remnants of this colony have gone to. Who knows, there might still be people living left there? They might've even journeyed to the moon. There may be an archaeologist that seeks the truth concerning this ancient colony.

2 **Beastmen.** This was once a normal planet, but it became covered by "Beastmen." They are a bipedal race of half-man half-beast, that have the appearance of an animal and the wit of a man. They probably see the Mekas as something sacred. They might even be close to their "Planetary Diwata." The Beastmen have a tendency to see themselves as the superior race.

3 **Warring States.** On this planet, there are said to be two or more factions in constant war. It is not uncommon to see native tribes, who have no quarrel with either side, getting involved in this continuing conflict. There is one commander who seeks your employ to defend themselves.

4 **Forsaken State.** This planet was once known for its beauty and likened to a paradise. However, for some reason, this once beautiful planet is now an unrecognizable nightmare. Is it because of the wrath of the "Planetary Diwata", whose wrath caused such destruction and ruin? Or maybe it's because of an experimental Diwa that caused a Diwa calamity or upheaval? Whatever the reason, the damage cannot be undone. The creatures here are morphed beyond recognition, the land turned to oceans, the oceans filled with dirt, the trees turned into gnarled glass, and volcanoes turned into plumes of frost.

5 **Civil War.** This planet is currently or is about to be, in a civil war, with the factions and nations involved launching attacks against each other. Each side will likely approach the Maharlika seeking their aid, all with their own reasons as to why they shouldn't lose the war.

6 **Foreign Planet.** This planet is inhabited by foreign, alien people. They probably don't even know how to converse in the language of the Arkipelagoan Humans. They are split into two kinds of people: those who wish to remain in their planet and be left in peace, and those who possess unrivaled ambition and will and seek to conquer the rest of the galaxy. The second kind may only have emerged after the intrusion of the Maharlika.

7 **Desert Planet.** Unlike normal planets, with varying biomes, this particular planet has only a desert, although deep beneath the sand one can find a network of steel and Luzbel labyrinths, which now have become home to the nidhogg, a race of techno-organic worms possessed by Diwata. The scorched land above is a wasteland that houses cutthroats, outlaws, and huge deposits of Gahum.

8 **Old Power.** In the past, this planet became the throne of great corporations and cities, which are now all lost and gone. The shadows of past nobility are what the Maharlika see here. The people here are still bitter towards outsiders. A great sense of nationalism is etched into the hearts of the people here, which is most likely the reason for their bitterness.

9 **Drowned Planet.** A planet that wasn't part of the "flow of time" and influx of changes brought about by the Lakanate. This is a planet that isn't connected to the rest of the Arkipelago. Because of this, their culture, society, and way of life is distinct. They are so cut off from the Arkipelago that they might never have even seen a Starsea Sailor like the Maharlika.

10 **Ancient Construct.** Before the Corporation War, technology from this planet was able to reach a peak wherein it was possible to create new planets using advanced and esoteric technologies. It was only recently that the ability to establish infrastructure was rediscovered. There are also inhabitants dwelling here. There is still a center, a heart, where a disassembled Planetary Diwata lives within.

11 **Strange Land.** The geography of this planet is strange, as if terraformed or made in a freak accident of nature. Maybe the continents are perfect circles, its seas are made of white water, or its mountains are rings?

- 12 **Weird Climate.** The climate of this planet is weird and dangerous. In the distance, there may be whispers from huddled priests of a Wind Which Rusts, that not only affects steel but even people, with the only thing able to withstand it being Luzbel. Maybe there are hellclouds which rain fire and brimstone instead of water?
- 13 **Many Moons.** This planet has 2 to 7 moons, with each one affecting the tides below. These moons are usually worshipped, but they probably have palaces and houses on them, or have become vacation homes for Maginoo? Maybe there is a war being fought between the seven moons? Maybe a Bakunawa, a kind of space dragon leviathan, seeks to swallow these moons?
- 14 **Nevernight.** This planet has no night. This is because it orbits a trinary system with three stars. The people here are not used to darkness.
- 15 **Industrial Planet.** This planet is focused on industry. One can find factories, skyscrapers, and all sorts of people looking for work. Meka manufacturing usually takes place here, and the quality of life is higher... but something is usually off about them. Urban centers always have something off about them.
- 16 **Holy War.** There is a war fought over religion and faith in this planet, or with a neighboring planet. This might be real faith, or just political maneuvering.
- 17 **Dangerous Wildlife.** The wildlife of this planet is intensely hostile and violent. All predators fear nothing, and will not hesitate to attack even Meka. The top of the food web here is usually a Dambuhala, the giant beasts that serve as the Planetary Diwata's defense systems.
- 18 **Violent Shores.** The system where this planet can be found has a dangerous enemy sailing through it. This might be Xenobeing pirates, human pirates, Void Sharks, or even a Bakunawa.
- 19 **Corporate Meddling.** This planet is controlled by local corporations, leading to a very Cyberpunk city. Their control is harsh and powerful, and they have usually managed to completely control the populace, making it so that they make enough money and gain enough resources to fend off even the Megacorps.
- 20 **Corregimiento.** This is a military planet, where fighting occurs, whether between Megacorps, against pirates, against rebels, against corrupt AI, or against hostile Xenobeings. One can find city ruins here, and people are usually not fond of this place, although work is abundant.

THE REALITYSMITH'S SECOND HAMMER: MISSION GENERATOR

Generating a mission has three parts:

Firstly is the **Event**, which also dictates which Megacorp you took the mission from. Each Megacorp has their own agendas and missions, which usually reflect their principles and their priorities. Roll a 1d10 first, and then a 1d8.

The **Objectives** are the objectives or additional goals of a Mission. Arbiters may make a mission more difficult by adding more than one objective. Events usually have main objectives defined, but you can choose to add more, or contextualize the Mission by adding more objectives.

The **Twist** is something to spice up the Mission, although this step is completely optional, as having too many twists may bore your Players. Only choose 1 or 2 if you can. A tip can be to only use Twists every other mission or so, to keep the players on their toes.

Take Note: Megacorps will usually not tolerate casualties, so keep non-mission damage to a minimum. If, however, you deal too much damage or cause too much casualties, your Sikat might not rise at the end of a Mission.

EVENTS (1d10 for Megacorp, 1d8 for Event)	
1-2 - Sandatahang Sangkatauhan (SD-SK)	
1	There are Maligno invading a city.
2	KOMSA is creating a facility within an SD-SK planet.
3	A planet is in danger, and GHW-S is requesting help reviving it.
4	Pirates are sailing across SD-SK space. This necessitates the Lakanate Starsea Protocol of protecting Lakanate space from those that would disrupt its peace.

5	A Maginoo of a powerful planet has been assassinated.
6	A planet past the Horizon is deemed ready-to-colonize by the Lakanate.
7	A planet's Planetary Diwata is dead. Save as much as you can.
8	Hostile Xenobeings have invaded a Lakanate Planet.
3-4 - Korporasyon ng Libong-Linti (KLL)	
1	Heretics are trying to destroy the Gahum Generator of a planet.
2	A KLL Cathedral is being attacked. Cathedrals are of utmost importance due to them being the main KLL servers and nodes for Lambat, as well as nodes for digitized consciousnesses.
3	A small company is openly decrying the True Faith.
4	A corrupt priest is illegally gaining money, goods, and enjoying hedonistic acts.
5	A Bishop sails for a distant planet.
6	A Maligno infested planet must be purged to make way for a new KLL planet.
7	A Yawa-Meka, piloted by a Ghost (corrupt Als, usually Diwata), is terrorizing a nearby KLL town.
8	Tulisanes (Bandits) are terrorizing a star system.
5-6 - Ginhawa-Sibol (GHW-S)	
1	A rich company is seeking to destroy a GHW-S protected squatters area, with the Urban Rehabilitation project still not being finished.
2	A small company is not paying proper tribute to their planet's Maginoo.
3	A small company protected by GHW-S is caught in the crossfire of a war they are not part of.
4	Meka Violence has happened within a sacred area without a proper invocation, which has angered the Diwata and is causing the land to become strange and toxic to humans.
5	Protect a Katalonan from hostile Diwa demons as they perform a Cleansing Ritual on a planet.
6	A GHW-S planet is in the way of a large asteroid.
7	Automata are rebelling against and attacking humans.
8	A Giant Being is attacking and seeking to destroy the Planetary Diwata of a planet.
7-8 - Kompanya ng mga Komunikasyong Sapotspiritu [KOMSA]	
1	The KOMSA needs help installing a new Balete within hostile territory.
2	A Balete has been destroyed for unknown reasons.
3	A KOMSA City has had its energy shut down by KLL.
4	KOMSA needs to create a new space colony, but a planet (usually owned by a Megacorp) is in the way.
5	A Balete has been put up without the permission of KOMSA.

6	Something is blocking the Lambat frequency on a certain planet, and Salapi is being funneled to an unknown location.
7	Confidential information must be stolen from SD-SK.
8	A certain city within a Shore Planet has found out too much about Xenobeings (specifically, the draconic Tsang-Kko) and their dealings with KOMSA and must be silenced permanently.
9-10 - Bakunawa Armasan	
1	A Horizon Planet owned by the Armasan is being attacked by a Megacorp (probably SD-SK or KLL) or faced with Xenobeing colonizers.
2	A Xenobeing Colony has erupted in a nearby Shore Planet, without the Lakanate's clearance.
3	A new planet filled with Luzbel resources has popped up near the galactic sensors. It is kept defended by the Tsang-Kko, imperial draconic xenobeings.
4	SD-SK is carrying out a mission in a nearby Shore Planet to "purge" Bakunawa Armasan populations and to make BA's Mandala smaller.
5	A diplomatic mission with a Xenobeing planet has gone awry.
6	A Horizon Planet owned by the Armasan is being used as an experimentation ground by KLL and KOMSA, causing BA populations to be affected.
7	A system is plagued by Xenobeing pirates.
8	A cargo salimbal carrying a large batch of Luzbel resources has been seized by a Xenobeing fleet.

1d10	Objectives
1	Kill all hostiles or targets.
2	Protect a place, person or valuable item.
3	Escort something or someone.
4	Recon: one needs to collect information from something.
5	Secure and retrieve something from somewhere.
6	Destroy something valuable.
7	Stop invading forces.
8	Create a distraction and pin the blame on someone or something else.
9	You are the reinforcements, reinforce the primary objective.
10	Show that the Megacorp you're doing the Mission for is present.

1d10	Twists
1	The Maharlika will be betrayed by their allies.

2	A Lambat Frequency will hack the Maharlikas' Mekas while they're not piloting them.
3	An innocent has been caught up in the Mission, and no casualties must be had.
4	A third enemy has arrived and wants something the Maharlikas have or are trying to get.
5	The Maginoo wishes to kill the Maharlikas, or dispose of them.
6	The Planetary Diwata is angered, causing the very land to become hostile against the Maharlikas.
7	The Lambat here does not work correctly. Something is blocking it. Until that something is removed or neutralized, you cannot use Spiritual Warfare or any other kind of action or equipment that uses the Lambat or Diwa.
8	An incredibly important person suddenly needs your help, outside of the mission area.
9	A celestial object falls upon the mission area, causing great damage. Whatever planet or colony they are in is falling apart and they only have a very limited time to accomplish the mission.
10	The Lakanate has issued a new directive. Change plans, change mission objectives.