Smith-Shimano Corpro
"White Witch"
Point Defense/Duelist
Ferroreactive armor, Ferrofluid Lance, Camus' Razor

LANCER
The mech RPG

SSC White Witch

Defender

A proof-of-concept more than a line production chassis, a select few White Witch models have been released via Smith Shimano's LUX-EXOTIC group, only available to select pilots outside of SSC's Constellar security services. The White Witch builds from the platform established by the Black Witch; utilizing SSC's magtech weapons and equipment, the White Witch takes the BW platform and tunes it for hyper-solipsistic focus, narrowing the effect cone to encompass only the WW and its pilot.

The White Witch marks SSC's first foray into null-ordinance/ environmental manipulation chassis: when active, the WW's entire chassis becomes a conduit for onboard base-compound magtech agitators to exploit its immediate environment, drawing atomic components out of natural, organic, and inorganic objects and surfaces to enhance its built-in defensive systems. The White Witch reorganizes these molecular draws using its chassis as substrate, quickly forming substantive defenses and weapons from "thin air".

This process has understandably traumatic effects on organic and inorganic materials inside the immediate effect cone.

License:

I. Ferrofluid Lance, Pinning Spire
II. White Witch FRAME, Sympathetic Shield, Camus' Razor
III. Ferrospike Barrier, Retort Loop

WHITE WITCH					
HP: 7	**Evasion:** 10		**Speed:** 6	**Heat Cap:** 4	**Sensors:** 5
Armor: 0	**E-Defense:** 6		**Size:** 2	**Repair Cap:** 5	**Tech Attack:** +0 **Save Target:** 11
TRAITS:					
Rooted: While this mech is immobilized, it has resistance to kinetic damage and cannot be knocked prone. It can immobilize itself until the end of its next turn as a quick action. **Harden:** When this mech braces, it gains overshield 5 before taking damage **Guardian:** Adjacent allied characters can use this mech as hard cover					
SYSTEM POINTS: 6					
MOUNTS:					

Flex Mount	Heavy Mount
CORE system	

FERROREACTIVE SHELL

"The first test nearly ended the program. Exotic Materials is a… liberal department within the Constellation, but even our executives were hesitant to approve a second run. The data generated by WW_01 was invaluable*, and we were sure we could get it right with a second test — all we needed was the sigma on its rewrite cone! Suits just get leery when systems fail. They forget that progress takes blood — sometimes literally — as payment for a breakthrough."*

Passive:
Ferroreactive armor: Each time this mech takes damage from a source owned by a hostile character (even if that damage is reduced or ignored), increase it's armor by 1 for the rest of this scene, up to a maximum increase of 6 (you can use a die to track this).

Active (requires 1 CP): Hyperactive mode
Protocol
For the rest of this scene, your ferroreactive armor gain increases to 2, and its maximum armor increase is 12.

Each time your armor increases from this system, your mech releases a burst 1 aoe that deals 1 ap kinetic damage to all characters and objects in the zone, as it draws raw material from the environment.

However, if your ferroreactive armor would increase past 12, the armor explodes instead, dealing 1 AP kinetic damage in a burst 2 radius around your mech and causing all characters within to pass a hull save or be knocked prone, then immobilized and shredded until the end of their next turns. The ferroreactive armor is reset to 0. It continues to be active and this effect can occur multiple times a scene.

Ferrofluid Lance

"To say we can pull this needle from 'thin air' is the best-fit phrase, but it's not accurate. Not entirely. There's no such thing as thin air, not in the way one means it when they use that phrase. 'Agreeable Atomic Space' — that's what 'thin air' really is. A place where one could — if one could — coalesce utility from useless particulate mass with a thought. With a snap of our finger. Here, watch this —"

Main Melee
Threat 2
1d6 kinetic damage

1/round you may force a character struck by this weapon must make a hull save. On a failed save, both you and the target are immobilized. At the end of each of its turns, the target can repeat the save, freeing both of you on success. As a quick action on your turn, you can break this immobilization effect on both of you to whip your target away, knocking them back 4 spaces in any direction. Otherwise you both remain immobilized.

Pinning Spire

"We call it 'demand-compliance tethering'. Though, that makes it sound as if they have a choice to resist."

2 SP
Quick action

Your mech and one character in range 3 and line of sight are immobilized. On any subsequent turn, you can end this effect as a free action, or your target can end it by successfully hitting you with a ranged or melee attack or by passing a hull save as a quick action.

Sympathetic Shield

"Soon enough we realized that shaping weapons from molecules and particles wasn't enough *to justify the conical mag as a system worth platforming. We needed to find a way to make it…* more*. More visual, tactile, concrete, imposing, thrilling — we needed to* sell *the next step in realspace control! So with some tuning and, regrettably, input from Visual, we figured out how to define the White Witch: as the most terrifying, alien thing you've ever fucking seen."*

2 SP
Overshield, Shield, Limited 3
Quick Action

You project a shield of resonant ferrofluid over an allied character in range 5. That character gains overshield 8, but any damage dealt to this overshield before reductions of any kind also deals kinetic damage to you as if the attacker had also damaged you, no matter how far away you are.

Camus's Razor

"Manipulating the world around the platform doesn't end at rearranging the natural/built environment. This was the line that many on the team were afraid to cross, the question we had all asked ourselves once we bracketed the platform: what happens when we apply it to a person? What does existence mean when it can be ended with a thought?"

2 SP, Unique
Quick action, Shield, Reaction

Your mech is capable of projecting a spot magnetic force of incredible power. You can prime this system as a quick action. Once primed, once before the start of your next turn as a reaction when an ally within range 3 and line of sight of you is targeted by an attack or other effect that deals at least partly kinetic or explosive damage, before the attack is made you can cause the attack or effect to instead target your mech. This attack or effect transfers no matter if the original could hit you or not (such as a melee attack).

Ferrospike barrier

"Again and again the meatheads over at Visual asked us to 'help them sell' the platform. What else could we do? We handed them a power that gods of death and war had coveted since Cain cracked a rock over Abel's head, and they told us, 'if we can't see it, we can't sell it.' So we mucked around and made another diadematic little wonder for them, the F-Barrier. It's brilliant. Of course it is. We're Exotic Materials, brilliance is easy."

2 SP
Full action, Deployable

You project a size 2, 20 HP spray of liquid metal in a free adjacent space that rapidly hardens into wicked spines. The barrier is a solid object that can be used for hard cover by any character, and the first time in a round any character is knocked back into the barrier, that character takes 1d6 AP kinetic damage. You can only have one barrier deployed at a time, if a new one is deployed, the other dissolves.

Retort Loop

"Ultimately, I have to return to the core of what we made, the code we cracked when we finally figured out NO/EM. From a simple prompt, we created a terrible engine. I am more proud of what we did than anything I've ever worked on before, but it should never see the light of day. Working with Visual convinced me of this: it's their job to translate our work to sales, and they could not. If the translator cannot understand the text… then who are they to re-write it? Who is the reader to attempt to access it? I conclude my summary with this: mothball the platform. There are less terrible paths we can walk.

Heavy Cannon
Reliable 3
Range 10
3 + [charge x 1d6] kinetic damage

This weapon picks up and stores damage taken by your mechs' armor as a kinetic charge.

When you take damage from an source owned by a hostile character, you may choose to store a charge in this weapon. When fired, the weapon deals an additional 1d6 kinetic damage per charge, up to a maximum of 3 charges. Once fired, the charges deplete to 0, hit or miss. They also deplete to 0 if you take structure or stress damage.
If you have 3 charges, your mech is immobilized, but the weapon additionally gains knock back 3.