

Ibeji FAQ

2.2.4

What has to be used through a specific body (you or the echo)?

-Anything that requires specific targeting, anything that creates something that needs to be measured (like an AoE), anything that needs range or LoS measured from somewhere, etc. So the basic and obvious answer to this are attacks, when you attack you have to pick a body, but it can be either one, so Ibeji can be used to extend range and LoS (you can have the echo flank people to ignore cover or line up a valid attack against them if they might be otherwise out of LoS). Then there are things like creating AoE effects such as shields or fields that create bursts around you, in this case you need to pick a body to be the projection point (Ibeji doesn't allow you to generate two zones for the price of one).

What is shared between the two bodies?

-Any sort of self-generated status, condition, or other ongoing effect is shared between the two bodies. For example, if you use a talent, system, or ability that causes you to become Immobilized (such as the Crack Shot talent) then both you and the echo are Immobilized, making it so you can't use an ability like that and also walk around. If you Brace, the ongoing effects of Bracing apply to both you and the echo. This applies to positive effects as well though, such as the Metalmark's core power; when active, both you and the echo are Invisible for the scene. Other ongoing effects which aren't as neatly categorized as statuses or conditions are also shared provided they aren't something that has specific targeting/area requirements as noted above. An example of this is charging/spinning up weapons like the Assault Cannon, Leviathan Heavy Assault Cannon, or D/D288, Crack Shot, Siege Stabilizers, etc.

What ISN'T shared?

-Hostile conditions and statuses, essentially. One of your bodies being locked on to does not create a lock on the other. If your main mech is knocked prone, the echo is not also knocked prone. A mech under the effect of an immobilizing Lock/Hold Javelin can create an echo to move and act, an echo can continue to attack, use tech actions, and reactions even if the main mech is suffering from hostile jamming and vice versa. Grappling, which can be done by you or by others, will not cause you both to become Immobilized if one of you does.

Both bodies count "as you" for the purpose of effects and abilities? What does that mean?

-It means that both the echo and your main mech are both "you" for anything that talks about "you" in permissive or restrictive terms. For example, one of the rules in Lancer is that you do not count as "an ally" for the purpose of things which affect allies, and so the echo still counts as you for those purposes; you can't use ally-only abilities on the echo, nor can the echo use them on your mech. There are also some effects and abilities such as the Sunzi's Blinkspace Tunneler which allows people to enter a portal and emerge next to you, and that would mean they could choose either you or the echo as an exit point as both count as you and the choice is up to them.

This cuts both ways, however. For example, the Mobius Anchor invasion option (also found in the Efrete license) is a hacking ability that Immobilizes a target for an ongoing duration, but instantly ends if you attack, force saves, or move without teleporting. If EITHER of your bodies does any of these things, the effect of Mobius Anchor immediately ends. Likewise, when you take the Hide action both you and your echo will become Hidden (sharing ongoing effects), but if either one of you breaks Hidden in some fashion then it breaks for both bodies, which means that you can't hide while your echo is just standing in plain sight, you can't attack through the echo while your main mech remains Hidden, etc. Or if you or the echo move before you choose to fire an Ordnance weapon, then the opportunity to do so is lost even if you try to fire it through the body that hasn't physically moved on the map.

Can I split movement between my main mech and my echo? For example, if I take a standard move or Boost, do I have to take all of that movement through one of them alone or can it be split between the two?

-You may divide your movement between your main mech and the echo however you see fit. If your Speed is 5 then you could, for example, make a standard move and allocate 3 spaces of movement to your main mech and 2 spaces to the echo.

How does ejecting or dismounting from a mech under the effects of IBEJI work? Or remounting for that matter?

-As both the mech and the echo functionally count as "your mech" then you can eject or mount up from either one. The effects of IBEJI do not transfer over to your pilot, however; your pilot themselves will never (and can never) become duplicated in the same way.

How does using Black Thumb work while a mech is under the effects of IBEJI, then?

-Black Thumb is a weird halfway state between "not dismounted" and "dismounted," instead being a third thing. As such, it falls under a self-generated status, condition, or other ongoing effect (see **What is shared between the two bodies?** for more detail on this point) and as such, when a pilot engages in a Black Thumb rodeo, they are able to rodeo both the mech and echo at once.

If a pilot engaged in a rodeo this way is attacked from either the mech or the echo, they will be forced back inside and the rodeo will end on both. If they are attacked in a way that bypasses the Black Thumb shield, they will take damage regardless of whether they are attacked from the mech or the echo. Lastly, any Black Thumb actions they take (such as clearing conditions or heat) only apply to their choice of the mech or the echo at the time they use them, not both at once. If an echo disappears while a pilot is performing a "split" Black Thumb rodeo this way, they simply continue the rodeo from the mech with no interruption or ill effect.

If I'm playing a Lich and start my turn with a spatial echo of myself in play, do I place one Soul Vessel or two?

-You place one. Soul Vessel states that you "set down a Soul Vessel," and that this replaces any such previous markers, so you only ever get the one at any given time. You can choose to place this at either the location of your main mech or your echo, whereupon it follows the rules of Soul Vessel like normal.

If I'm playing a Lich and use Soul Vessel, can I choose which body, my main mech or the echo, is teleported?

-No. Soul Vessel is a reaction in response to a trigger, in this case taking damage, failing a hostile check or save, taking an attack, etc. So it would be triggered off a particular body taking that hit (remember that even if two or more targets are affected by an attack or damaging effect, the attacker still has to choose an order for them to resolve in), and so you'd use Soul Vessel in response to one body being hit/damaged/failing the check or save, and so that body would be subject to the entire part of the reaction, including the teleport.

Note that if one body is suffering from effects that prevent Soul Vessel from being used (such as being in a grapple, being stunned, jammed, etc) then that body can't be used to take the reaction, but the other one still can provided it's also the target of the triggering effect.

What happens if I use Ibeji together with Didymos, the NHP from the HORUS Lich which lets you turn a character (including yourself) into a pair of time anomalies?

-So there are two outcomes here, depending on whether you use Time Split on your main mech or the echo. If you use it on the main mech, then the Time Split happens and replaces your mech with

the two new characters that Time Split creates. At the end of your turn, since the echo is now no longer within 5 spaces of your main mech (because your main mech doesn't even exist presently) then it disappears.

If you use it on the echo, then Time Split happens as normal, replacing the echo with the two new anomalies. These anomalies are as described in the Time Split ability, completely new characters that act on your turn. As such, they no longer count as the echo and can no longer be used for anything the echo could be used for. In fact, they no longer share any of your traits, abilities, etc, at all, as normal. They act during your turn under your control, taking their own actions, but all they can do is move, boost, or disperse. As they are no longer the echo, they can end your turn further than 5 spaces away from you without disappearing. When the time anomalies disperse (either because one is destroyed or because you choose to) then the echo reappears as per the rules of Time Split.

A Bombard NPC's Cluster Munitions trait states "The Bombard's attacks deal +2/+3/+4 damage to all targets (officially clarified to specifically be "characters" by the lead rules developer) for each target beyond the first." If both my main mech and my echo are within the AoE of a Bombard's attack, does Cluster Munitions count both of us as targets for the purpose of this effect?

-Per the rules text of the IBEJI-Class NHP, "This echo counts as yourself for the purpose of effects and abilities, but is otherwise considered a separate character." In this sense, while the echo is "you" for purposes of things that care about that (see **Both bodies count "as you" for the purpose of effects and abilities? What does that mean?** for more detail on this point) it's also a separate character that can be targeted independently of your main mech, or even targeted alongside it in the case of multi-attack abilities such as AoE templates (blast, line, etc) even though normally you wouldn't be able to target and hit the same character twice with the same AoE.

Because the echo does constitute a separate character in this way, it will count as a "target beyond the first" for the purpose of Cluster Munitions.