



NEO-GEN MEKA

[BA - GAWIGAWEN]

"This is the beast of paradise. The flower of hell. The spear that splits the earth. The axe that rends the sky. Some things we cannot convey through human speech. So hear the language of the Skyworld in awe and fear: GAWIGAWEN. Limitless Violence."

ASSOCIATION // DISCOVERY :
Bakunawa Armasan, The Horizon

STAT : FOCUS

TOR / COM

TEAM : FOCUS

DPS : Multi-Range

ELEMENTS

(B) - (H)

HELMET

KALAGYO CHAMBER

COST

15,000 C

FOCUS

TOR/COM

Boost

[[PASSIVE]] : Taking an ATK Action grants 2 immediate Free Boosts before or after.
[[STRATAGEM]] : Shatter the Boundary

Diwata are beings of pure Diwa. Even when bound in Kalagyo, they can warp reality itself. There are tales of Pilots honing this power, and channeling their reactor's energy into a celestial axe for a single cosmic strike.

CORE

NEOSTEEL CORE

COST

15,000 C

FOCUS

TOR

Armor

[[STAT BOOST]] : +1 TOR
[[STAT BOOST]] : +4 Armor
[[STRATAGEM]] : Spirit House

Luzbel is the Horizon's greatest gift and its greatest enigma. It can be hybrid with common materials such as iron to create highly durable Neosteel. Prawali have only begun to tap its otherworldly applications.

MANEUVER

GAHUM REACTOR

COST

15,000 C

FOCUS

Recharge

SYN

[[STAT BOOST]] : +4 Speed
[[PASSIVE]] : Reduce Recharge Costs for Stratagems by -1 SYN.
< This can stack with Energy Frame >

Katalonan often attest that Betyl is Diwata, housed within great stones, powering MECs through the infinite energy of reality itself. This theory is only reinforced by the Gahum Reactor's effects on resonating Betyl.

OPTION

EARTH SPLITTER

COST

15,000 C

FOCUS

TOR/COM

Range DPS

[[BASIC ATK]] : TOR/COM + (H) DMG : Range B
[[STRATAGEM]] : Split the Earth
[[STRATAGEM]] : Lightning Breaker

Among the Armasan's most coveted technology is the mountain shattering spear Earth Splitter. Along with the bow Lightning Breaker and the knife Hero Cutter, this trio combines into a fearsome ranged arsenal.

ARM

SKY RENDER

COST

15,000 C

FOCUS

TOR/COM

Anti-Air

[[STAT BOOST]] : +1 TOR
[[BASIC ATK]] : TOR/COM + (B) DMG : Range Side
[[STRATAGEM]] : Rend the Sky

The Armasan has only just begun to tap the potential application of Luzbel when combined with Xenobeings, especially Wyrms. This living axe of chitin, flesh and fury is perhaps their greatest success.

ARM

SKULL COLLECTOR

COST

15,000 C

FOCUS

Soak

Shields

[[STAT BOOST]] : +1 Soak
[[STAT BOOST]] : +6 Max Shields
[[BASIC ATK]] : TOR/COM + (H) DMG : Range Side

That place beyond the Kuiper Belt, where Bakunawa swim in stardust, where Diwa can be seen with the naked eye, the Armasan calls it the Horizon. To plunge its violent depths, they outfit their Meka with violent shields.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[GAWIGAWEN — AGIMAT]

SHATTER THE BOUNDARY

ROLL TOR/COM RANGE Side

[[EACH HIT]] = 1 DMG

[[EACH DOUBLE]] = +1 DMG

[[EACH QUAD]] = +1 SYN to Self

BLAZE

element

— V CHANCE V —

EXCEED THE HORIZON

ROLL N/A RANGE N/A

{ IF : You roll at least 6 Doubles }

< DMG Dealt is Direct DMG >

{ OTHERWISE }

< Take 8 Direct DMG >

N/A

element

RECHARGE 1 USE X USES EXHAUST

SPIRIT HOUSE

ROLL N/A RANGE All-Side

< Grants +3 Shields to Self >

< Grants +8 Shields to Allies >

N/A

element

— ! INTERVENTION ! —

VIOLENT MYTHOS

ROLL TOR/COM RANGE All-Side

[[EACH HIT]] = 1 DMG

< Apply [[Burning]] >

BLAZE

element

RECHARGE 1 USE 6 USES 2

SPLIT THE EARTH

ROLL TOR/COM RANGE 4-10

[[EACH HIT]] = 1 DMG

[[FIRST TRIPLE]] = +5 DMG

< Apply [[Dazed]] >

HONED

element

— X ALTERNATE X —

SALVATION

ROLL TOR/COM RANGE 3x3 : 4-10

[[EACH HIT]] = 1 DMG

< Apply [[Dazed]] >

HONED

element

RECHARGE 1 USE 10 USES 2

LIGHTNING BREAKER

ROLL TOR/COM RANGE 4-10

[[EACH HIT]] = 1 DMG

< Apply [[Dazed]] >

HONED

element

— ! INTERVENTION ! —

HERO CUTTER

ROLL N/A RANGE 4-8

< Deal 4 Unsoakable DMG >

< Apply [[Burning]] >

BLAZE

element

RECHARGE 1 USE 4 USES 2

REND THE SKY

ROLL TOR/COM RANGE 2

[[EACH HIT]] = 1 DMG

[[EACH DOUBLE]] = +1 DMG

< Apply [[Burning]] >

BLAZE

element

— V CHANCE V —

LAMENT OF WANT

ROLL N/A RANGE N/A

{ IF : Target is Flying / Floating }

< Deal +6 Unsoakable DMG >

< Target Falls to Ground >

BLAZE

element

RECHARGE 1 USE 6 USES 2