

## The Gemini System

The Gemini System is a variant of the Allied Reinforcements rules. In exchange for the ability to deploy in the field, damage Enemies or effects stronger than a single Genre Point, Gemini can act multiple times in a Round; even in response to specific triggers. Much like Reinforcements with their Reinforcement Powers, Gemini has System Powers; which cost System Points to use.

The Gemini Unit has a Power Level, which affects the amount of System Powers it knows as well as the number of System Points it starts each Operation with. Gemini's Power Rating is equal to its Power Level times two, plus four. This is identical to how Power Rating works for PCs, Rivals and, obviously, Reinforcements.

### Using Gemini

Gemini starts each Operation with 5 System Points and regenerates 1 System Point at the beginning of each Round starting from the 2nd. Each System Power costs 1 System Point. The PCs choose when to use said Powers, on their own turn if they're Setup Powers or in response to a different action if they're Reaction Powers. If Gemini is at 0 System Points, it cannot use Powers. The Gemini Unit is not Defeated if their System Points go down to 0, because it can still continue regenerating them over time.

Conceptually, Gemini is meant to represent a subpilot that is telepathically linked with and syncs up their own reactor to all the PCs. The name comes from how it turns all PC Units into twin-reactor machines; with two pilots to boot. It can also be used to represent a bridge operator providing remote tech support, an idol that sings songs with tangible effects like they're magic, or any similar idea for a support NPC. What matters is that, while the NPC cannot defend themselves and is not in the line of fire, they are an anchor for the PCs and provide immense help.

### Gemini Power Levels

- Level 0:** 5 System Powers + 5 System Points.
- Level 1:** 6 System Powers + 6 System Points.
- Level 2:** 7 System Powers + 7 System Points.
- Level 3:** 8 System Powers + 8 System Points.
- Level 4:** 9 System Powers + 9 System Points.
- Level 5:** 10 System Powers + 10 System Points.

## Gemini System Powers

### Acceleration Boost

#### Setup Power

**Effect:** You Move an additional 4 Zones with your next Action this Round.

*The mission depended on you catching up with the enemy mothership, and you would rather die than fail. "FASTER, DRAKE! FLY LIKE THE WIND!" Tripling the machine's Noise output, your mech turns into a bright red shooting star, piercing the night sky.*

### Gravitational Attraction

#### Setup Power

**Effect:** Pull all Units within 2 Zones up to 1 Zone closer to you. You may choose 1 Enemy pulled into your Zone this way and Engage them into a Duel. All other Units in your Zone afterwards are pushed 1 Zone away in a direction of their owner's choice.

*Another bullet impact rocked your cockpit. Going into the water was a mistake, but you didn't know the enemy had snipers lying in wait. Now the enemy had you pinned down there. Well then, let's see how \*they\* like it. Calling on Gemini, you set your barrier to "pull" instead of "push" and point the effect at the specific enemy frequencies in the radar. There is a pause, as you wonder if your idea even worked. Then, you hear the sound of multiple machines getting dunked into the water, and can't help but smirk.*

### Barrier Break

#### Reaction Power

**Effect:** Your current Offensive Action is immune to the effects of Active Defenses.

*The Kaiju Mechabeast's barrier is too strong for standard armaments. But you know a workaround, thanks to your knowledge of how Noise fields work. Using Gemini, you push your field into a wavelength similar to that of the Kaiju's and reach out for its field with one hand. You press into the bubble and it **cracks**, barely just enough for you to jam the barrel of your gun through the resulting hole. This is just like shattering glasses with a voice module.*

### Blink

#### Setup Power

**Effect:** This Turn you may ignore Enemies and Terrain (even Impassable Terrain) along the way whenever you Move with your Actions. This lets you escape from Duels without having to Disengage.

*Closing your eyes, you remain still for only a second before immediately reappearing behind the enemy. You cannot get used to this so-called instant transmission thing, no matter how much you try. Every time you disappear and reform, it feels like you **died** for a few precious moments, and the new you is just a copy of the old one. You wonder, as you cut down the confused Kaiju before you, if there are imperfections in the process, and just how much of you have you left behind with every use of it.*

## Defensive Flash

### Reaction Power

**Effect:** Force an Enemy to reroll a Might Test with you as primary target with one Disadvantage, keeping the new result. You can use this Power once per Test.

*You see a flash of light out of the corner of your eye and reflexively trigger Gemini with a thought, giving you barely just enough time to move out of the way. The particle beam grazes your leg, melting one side of it into a white-hot mess of metal. That was close.*

## Emergency Deflection

### Reaction Power

**Effect:** Increase your Defense by 4 against an Enemy Might Test. This counts as an Active Defense.

*The Drake was barely hanging on. Both arms had been blown up, and the defensive systems were offline. You swallow, anxious, watching patiently for the moment in which your enemy, not much better off, will finish reloading their mounted head vulcans. You circle around each other, the tension in the air building up. Suddenly, the enemy stops walking. "GEMINI!" You call out, and an improptu barrier forms out for the six sustained seconds of enemy fire that the enemy still had left in them. Hearing the empty whirring of their smoking guns, you smile. It's your turn now.*

## Extreme Shielding

### Setup Power

**Effect:** Halve all Damage you would usually take from any source that isn't a Might Test until the beginning of your next Turn.

*Deep-sea combat against giant sea monsters is a battle on two fronts. First, and more obviously, there's the enemy. Second, there's the ticking clock that is your machine's ability to withstand pressure. You decide to place your bets on being able to handle the fight part through skill alone and overclock your G-Reactor, using the increased output to form a rounder shell of kinetic Noise around your machine. That should buy you enough time.*

## Levitation

### Setup Power

**Effect:** Fly until the beginning of your next Turn. Flying has the following effects:

- You may ignore the effects of Difficult, Defensive, Extreme, Impassable and Withering Terrain (unless they're Anti-Air Terrain variants).
- You may shoot through a Zone occupied by an Enemy to reach another behind it as if they weren't there. Enemies may also ignore any cover that you would provide for your Allies or that your Allies and Impassable Terrain would provide for you.
- You cannot benefit from Defensive Terrain (unless it is the Anti-Air Terrain variant).

This Power has no effect in water or in space Terrain.

*Those bastards have mech-scale flamethrowers! You boost-jump upwards, using your thrusters for a burst of altitude, and call upon Gemini to form an anti-gravity bubble. You let out a sigh of relief, looking at the fiery pit of death below you, as you waddle through the air to a better position. It's not graceful, but it's better than being on fire.*

## Offensive Flash

### Reaction Power

**Effect:** Reroll a Might Test, gaining an Advantage and keeping the new result. You can use this Power once per Test.

*The drone swarm rushes you, a clear attempt to overwhelm you with numbers. They don't know you're not alone, either. You activate Gemini, moving in for a decisive swing of your rocket sword. As time seems to slow down, you adjust your blade to strike every one of those bothersome pests, cleaving through them all in one fell swoop.*

## Gravitational Repulsion

### Setup Power

**Effect:** Push all Units within 1 Zone up to 1 Zone away from you in the opposite direction. Repulsion cannot push Enemies into Zones with other Units or into Impassable Terrain.

*The Mindworms swarm your Drake. They will chew or burrow through the armor in not time at all, if allowed. "AWAY, VILE BEASTS!" You yell, increasing your field to 120% and sending the whole bunch of them flying through the air. You don't care that the resulting boom drowned out your battlecry. It was still badass.*