

May 9<sup>th</sup>, 2025

# Steel Hunters design contest

*Game design / Lore:*

Elven Bosc--Charlès

*Logos / Head drawings:*

Arwenn Bosc--Charlès

*Body / wings / talons drawings :*

Yuna Bosc--Charlès

## <!--Hunter Lore-->

**Human name:** Ada Blum

**Age at transformation time:** 21 years

**Origin:** Born in Neo-Holon, Israel

**Fights for:** Scrappers

**Hunter name:** Beez (falcon in Hebrew) [*b a z*], alias Erudite Raptor

A brilliant but reserved student at Tel Aviv University, Ada was not far from earning her degree in biology. She worked hard, despite having opportunities, and constantly wondered about the world around her, testifying to her curious nature, particularly towards birds, which she found fascinating. Reading a lot, she had built up a solid culture and had a sharp, critical eye for her society, which she did not, however, speak about to many people, either out of fear of the colonial regime or simply because others were disinterested in the issues she would have liked to address.

It was during her last year of university that she met Léon, a young man around her age, with whom she was finally able, little by little, to open up. They shared many things, including this unease, turning into disgust over time, towards the regime. This same regime, which had entrusted the corporations with responsibility for the colonial stagnation in which her country had always been mired, and which today promulgated ever more racial laws, reinforcing the apartheid suffered by the colonized, with the approval of the corporations, for whom any war is a godsend. So, people stood up. Less and less, alas, but stood up nonetheless.

It was during one of these demonstrations to which Léon had taken her that everything changed. The corporations had never hesitated to repress a demonstration, but what they did then stunned the young woman. The corporate forces, behind barricades erected across the road, opened fire on the crowd, firing live ammunition, a loudspeaker urging everyone to go home, even as the first wounded collapsed. Ada had only ever seen armed conflict on television, and always in a particularly... favorable light. But now she could hear the bullets whizzing past her ears, and their sharp clatter on the ground and behind her.

Unable to move, it was Léon who pulled her by the arm to rush into an alley and escape the gunshots. But the soldiers were already present in the parallel streets, and they were quickly spotted. What happens next is blurry in Ada's mind. She remembers screams, a shock, then waking up there in the darkness, a feeling of damp heat on the top of her head. She didn't know where she was, but she feared she would find out soon. No sound, no light; she had already heard of the regime's "terrorist" prisons, where men, women and children were separated, with no hope of escape. She spent a few days, seeming weeks, in this darkness, the sound of footsteps presaging the arrival of a tasteless or odorless dish once a day. Each time, she called out, hoping for an answer, for Léon to answer. She never saw him again.

She was still locked up when Mayday Omega struck Earth. The sky cracked so violently that even the walls of her prison couldn't stop her from hearing it. The daily footsteps ceased for several days, which were nevertheless the most bearable she'd spent in a long time, thanks to a crack in the wall of her cell created by the tremors during the disaster.

It was the Scrappers who found her, terribly weak, during an attempt to salvage supplies from the ruins. They brought her back and tried to heal her, but she was in danger of not making it. It was then that they decided, noting her immunity to Starfall after all that time spent exposed, a hole in the wall of her cell, to attempt fusion with one of the reconnaissance mecha they had stolen from the corporations. Once transformed, Ada discovered what had become of her world, and her people. She then decided to use her newly acquired strength to help her new family by fighting against the corporations that had made her what she was: a Hunter.

*Characters' names are inspired by Léon Blum, a known french Jewish socialist politician from before the Second World War, who survived Nazi camp Buchenwald, and never stopped fighting for progress within society.*

Hunter Emblem:

The 'B' from "Beez", in the style of the Ursus 'U', Fenris 'F' or Weaver 'W', since all the animal-shaped Hunters has the first letter of their name as an emblem.



## <!--Hunter Kit-->

### MOVE SET

The Hunter, Beez, is a bird-shaped robot, moving slowly on hearth by walking, or flying to be faster (like running). She doesn't really need to flap her wings to fly since she has rotors in them, like a drone, sort of. So here's her move set:

- Walk, slowly, when not "running", on her feet, with her wings folded
- Fly, thanks to her rotors (no need to really flap her wings) to go faster

The idea is kind of close to Prophet. The difference is Beez flies a little higher than him, and like an actual bird. Indeed, Prophet's just hovering around, when Beez has wings and is bird shaped.

Her jump is just normal jump if walking on the ground, or increases her altitude if already flying (running). In all cases, her altitude then decreases slowly, until she reaches her base fly altitude again, or the ground. She can perform dashes while flying.

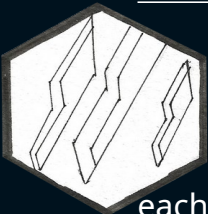
Her melee attack uses her bird talons. Beez goes slightly up and swoops on her target. It looks like the melee attack of Weaver, in some way, but by flying a little over first.

### CRITICAL SPOTS

Beez can be critically hit when shot at the head, at the chest where her weapon is, and at the wings, at the rotors in them.

### ABILITIES

#### **//FEATHER BALLISTA**

A diagram showing a series of parallel lines representing feathers or wings, with arrows indicating movement from the back to the front, illustrating the deployment of the Feather Ballista ability.

Beez get into position, deploying her wings while facing the direction she's aiming for. After a short activation time during which her feathers move from the back to the front of her wings, she shoots a dozen of steel feathers (5 on each wing). Those deal damage and make the target silent for a time depending on the number of feather hitting the target, during which it can't use its abilities and pausing their cooldown progression. She needs to be on the ground to perform this attack. The feathers can perform critical hits and trigger mods' effects.

#### **//BIRD OF PREY**

A diagram showing a bird-like figure with wings spread, representing the Bird of Prey ability.

Beez soars into the skies and mark all enemies she's got in sight, allowing her and her allies to see them through all obstacles and on the map for a short time. While she's up there, she goes down slowly, like when she jumps. She can move normally and fire at the same time (as depicted in the following mod RAPTOR), but without the specific mod, this effect stops when she reaches her base altitude. Beez can't suffer any critical hit while she flies, until she reaches her base fly altitude, or the ground. She can fall to the ground if she stops moving, and start hovering again by moving. She can't run or sprint while in the air.

## STATS

//STRUCTURE: 8,000

//SHIELD: 2,360

//DAMAGE: 200 / 230

## SYSTEM MODS

### #PRIMARY WEAPON: TWIN-CANONS

Two auto-cannons on her chest.

*Mods:*



#### /\*RAPTOR\*/

Increase move speed when moving toward a critically hit enemy, and allow to fly while firing, even when not under the BIRD OF PREY effect. Quick reload decreases shots dispersion and shorten the current reload.

*Weapon stats:*

Damage per shot: 200

Base magazine size: 22

Quick reload: Active

Firing mode: Fully automatic (one canon at the time), 4 rounds per second

#### • EFFECT 1:

Beez can fly while firing, allowing her to move at the same speed than when reloading while running (in other words, she can fire while running, as when she reloads, flying being her way to run). If she stops running, she goes back on the ground, and move like a normal Hunter. Quick reload decreases dispersion by 15 to 25% and accelerate the current reload by 5 to 15%.

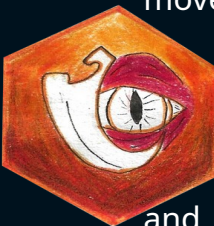
#### • EFFECT 2:

Critical hits increase progressively the next critical hits' damage against this target, proportionally to the distance between Beez and it (increase when closer). Quick reload reduces the current reload duration.

Increase due to shots: 7.5 to 15%. The distance acts like a multiplier to this value. It can double it if close enough getting the maximum increase up to 15 to 30%.

#### • EFFECT 3:

After critically hitting an enemy, Beez moves faster toward this enemy, +10 to 20% move speed.



#### /\*OVERSEER\*/

Marks critically hit enemies, allowing allies to see them through obstacles and on the map for a short time. Hitting the same target repeatedly prevent recoil and dispersion from increasing, allowing constant and precise shooting. When upgraded, allows the two canons to fire together.

*Weapon stats:*

Damage per shot: 230

Base magazine size: 18

Quick reload: Disabled

Firing mode: Semi-automatic, max 2 rounds per second

- **EFFECT 1:**

When a target is critically hit, it is marked, allowing teammates to see it through all surfaces and on the map for a short time, increasing with the number of consecutive hits (max 4 to 6s). This effect can be accumulated with other marking effects.

- **EFFECT 2:**

Hitting the same target repeatedly counterbalance the weapon dispersion over time, and reduces recoil. Maximum reduction of recoil and dispersion: 10 to 30%. Reloading removes all stacks.

- **EFFECT 3:**

The two canons shoot at the same time (consuming two rounds per shot), and have their critical hit damages increased by 2.5 to 5%.

## #MAINFRAME

*Mods:*

### **/\*SCORN\*/**

Increases the duration of all marking effects, allowing Beez to keep enemies sighted for longer. When upgraded, the marked enemies will emit detection wave, marking other enemies in a perimeter around them.

**Mainframe stats:** None

- **EFFECT 1:**

All marking effects duration are increased by 10 to 20%.

- **EFFECT 2:**

Reduce dash and shield recharge delay by 2 to 8% multiplied by the number of enemies marked at the same time. Active when at least one is marked.

- **EFFECT 3:**

Marked enemies emit detection waves around them, marking surrounding enemies in a 50 to 70m radius. All enemies marked this way will lose their mark at the same time than the target which emitted the wave.

### **/\*OVERHANG\*/**

Improve shields efficiency while flying (running or using specific ability). When upgraded, Beez will become impossible to mark and hide her health bar and critical spots to enemies after some time flying. She also has less critical spots (the rotors in the wings aren't critical spots anymore).

**Mainframe stats:** None

- **EFFECT 1:**

After being in flight (running or using the right ability) for 4 to 2s, shields take 5 to 15% less damage and their recharge delay is reduced by 3 to 7s.

- **EFFECT 2:**

Add another effect under the same condition: Beez hides from enemies, preventing them to mark her and see her health bar or critical spots (they're not highlighted anymore). Incoming damage don't prevent her from activating sprint.

- **EFFECT 3:**

Add one last effect: while the effect is active, her wings' critical spots aren't critical anymore (her rotors). She can now reload while sprinting.

## ABILITY MODS

### #FEATHER BALLISTA

Shoots steel feathers with her wings.

*Mods:*



#### /\*OMERTA\*/

Increases efficiency of the silence effect, and have impact on the target's defenses in addition to its abilities. When upgraded, having enemies silenced improves Beez' abilities cooldown.

##### *Ability stats:*

|                       |                                                                                               |
|-----------------------|-----------------------------------------------------------------------------------------------|
| Damage per shot:      | 190                                                                                           |
| Number of shots:      | 10 (5 per wing)                                                                               |
| Time before shooting: | 1.5s                                                                                          |
| Firing mode:          | Turn by turn, from the farthest to the closest of the body (so two at the time, one per wing) |
| Silence duration:     | 6s                                                                                            |
| Cooldown:             | 40s                                                                                           |
| Crit modifier:        | 50%                                                                                           |

##### • EFFECT 1:

Each feather hitting its target increases the base silence effect duration it's afflicted with by 5 to 10%. If 10 to 8 feathers hit the same target, its abilities need to cooldown for 7 to 14% of their normal cooldown duration after the silence effect ends.

##### • EFFECT 2:

Feathers deal 10 to 15% more damage to shields. When a shield is broke by a feather shot, its cooldown duration is multiplied by 1.2 to 1.6.

##### • EFFECT 3:

For each feather hitting its target, Beez' abilities cooldown are reduced by 12 to 20% of their remaining duration. Feathers cancel items activation performed by hit enemies, and prevent them from trying again for 0.2 to 1.2s multiplied by the number of feathers which hit them.



#### /\*STALKING\*/

The more feathers hit the more marking effects are improved. Focus on the hunt by dealing more damage and preventing the target from escaping. When upgraded, feathers act like grenades by fragmenting themselves.

##### *Weapon stats:*

|                       |                                                                                                                      |
|-----------------------|----------------------------------------------------------------------------------------------------------------------|
| Damage per shot:      | 265                                                                                                                  |
| Number of shots:      | 10                                                                                                                   |
| Time before shooting: | 3s                                                                                                                   |
| Firing mode:          | All feathers together. They're shot in a horizontal fan style on the crossair. More efficient in close range combat. |
| Silence duration:     | 4s                                                                                                                   |
| Cooldown:             | 50s                                                                                                                  |
| Crit modifier:        | 80%                                                                                                                  |

- **EFFECT 1:**

The more feathers hit the more detection effects are lasting on the hit target. Increase their duration by 15 to 25%. For 1 to 1.5s multiplied by the number of feathers which hit the target, newly activated detection effects on this target slows it down by 10 to 20%.

- **EFFECT 2:**

Hitting a target with at least 7 to 5 feathers repulses the target, like a melee attack. Critical hits with feathers slows down the target by 1.5 to 3% multiplied by the number of feathers hitting and prevents it from activating sprint for 5s (running won't charge the sprint before this effect ends).

- **EFFECT 3:**

Each feather hitting a target remains stuck in it for 2 to 5s, pausing shields recharge cooldown. After this delay, they will explode, dealing 0.5 to 0.75% of their base damage to the target and others in a 8 to 15m radius.

## #BIRD OF PREY

Beez soars into the skies and marks enemies.

*Mods:*

### /\*AIRBORNE\*/

Beez goes down slower. When upgraded, to aim without moving stops her at her current altitude.

*Ability stats:*

**Move speed modifier:** 60%

**Marking duration:** 5s

- **EFFECT 1:**

Beez loses her altitude slower by 15 to 30%.

- **EFFECT 2:**

Regenerates 400 to 800 shield points per dash charge available.

- **EFFECT 3:**

When Beez aims without moving while being in the air thanks to this ability, she stops lowering her altitude.

### /\*CHASER\*/

Increases move speed while using the ability, until Beez reaches the ground or her base fly altitude. When upgraded, it allows her to perform her FEATHER BALLISTA ability without touching the ground. However, it is longer to activate.

*Ability stats:*

**Move speed modifier:** 85%

**Marking duration:** 3.5s

- **EFFECT 1:**

Increases move speed while in the air using this ability by 15 to 25% and allows Beez to run and "sprint".

- **EFFECT 2:**

Increases main weapon fire rate by 10 to 20%. Reduce dispersion due to movement by 5 to 15%.

- **EFFECT 3:**

Allows Beez to perform FEATHER BALLISTA without touching the ground. However, when she does, the ability takes 60 to 30% more time to shoot.

<!--Hunter Art-->

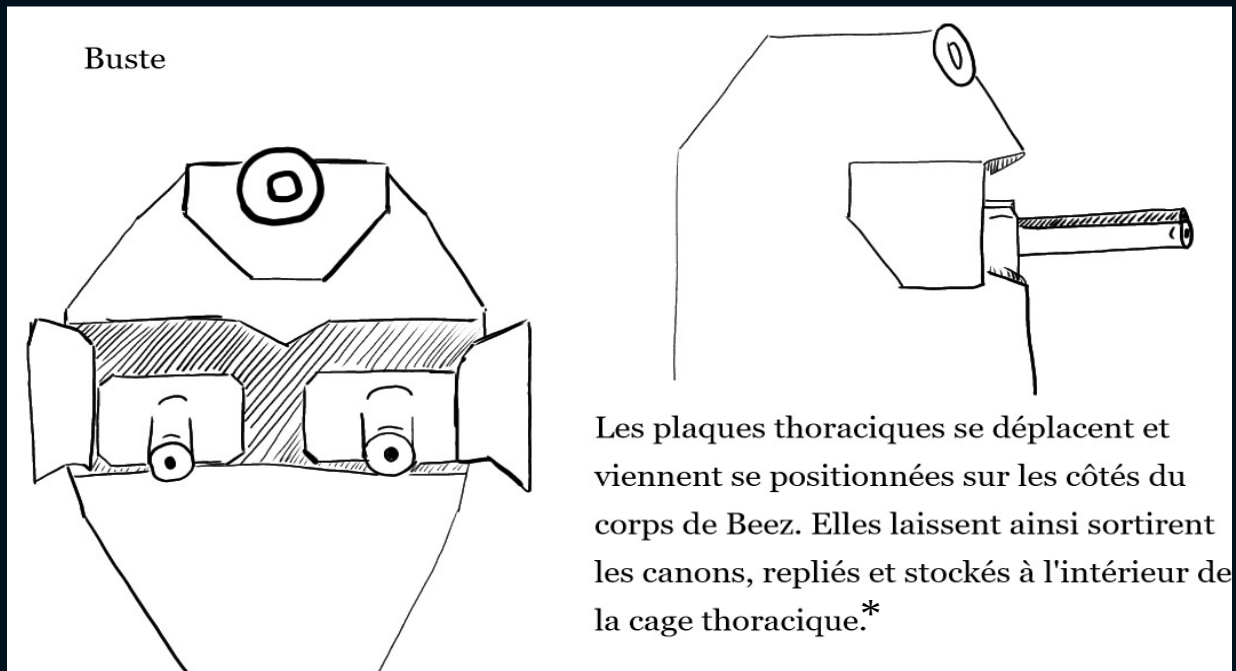
Logos drawing board



Full body, overall view:

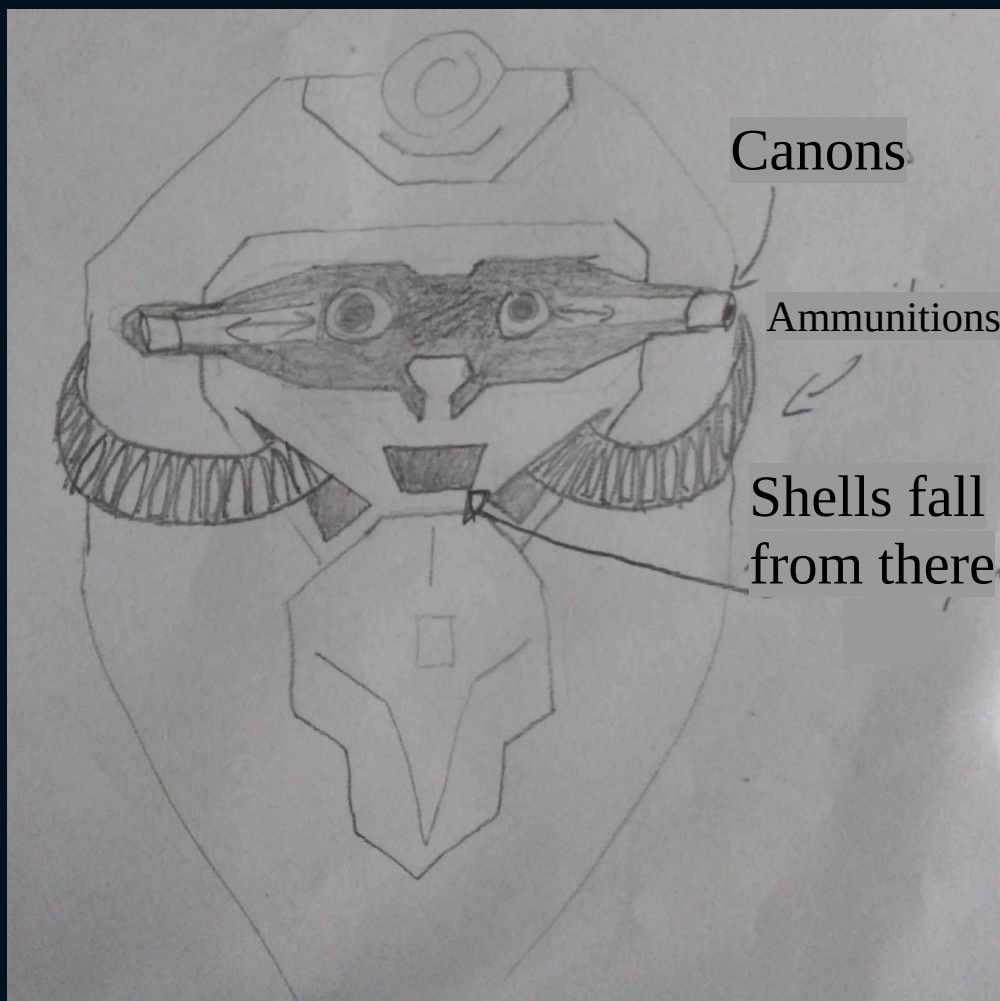


### Chest / main weapon design:



\*The chest plates moves and place themselves on the side of Beez's body. This way, she lets out the canons, folded and stocked inside the rest of the time.

### Other possibility:



Head:



## Inside details:

La plaque en fer du bec rentre dans la boîte crânienne.

\*The iron plate of the beak enters the cranium when the mouth opens up

Les pistons permettent à la tête de se baisser et se lever avec plus de précision.

\*The pistons allow the head to go up and down more precisely

Ils sont implantés dans la boîte crânienne.

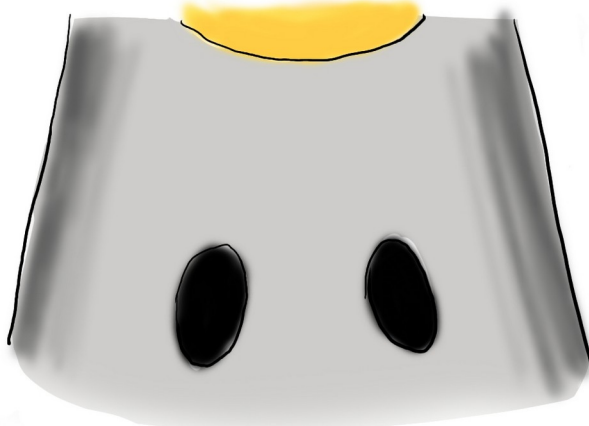
\*They are implanted in the cranium

Cou de l'oiseau

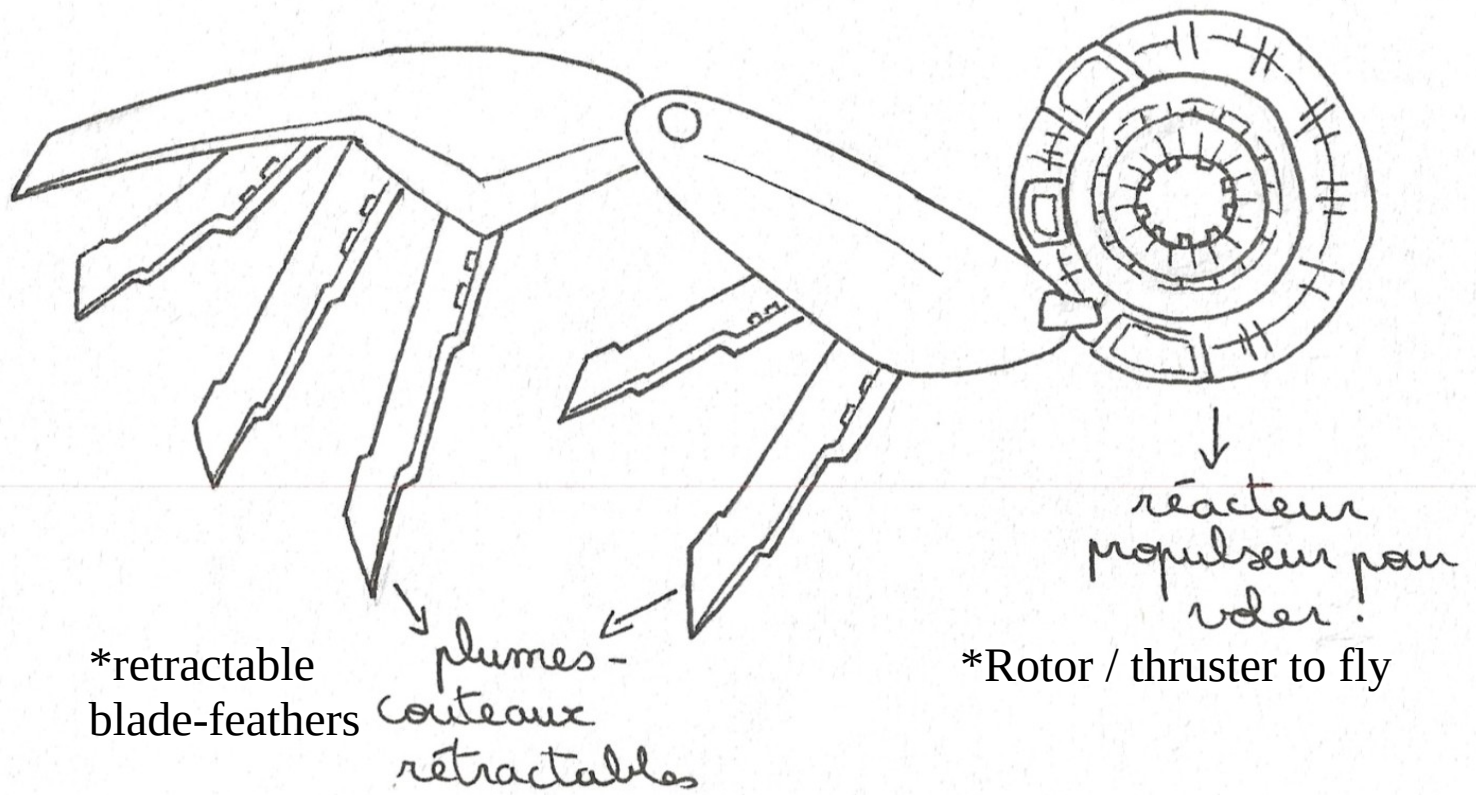
\*Bird's neck

Les ouvertures du cou permettent aux pistons de passer et de rejoindre la boîte crânienne.

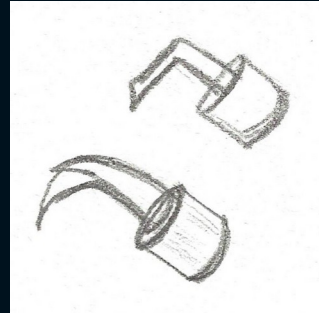
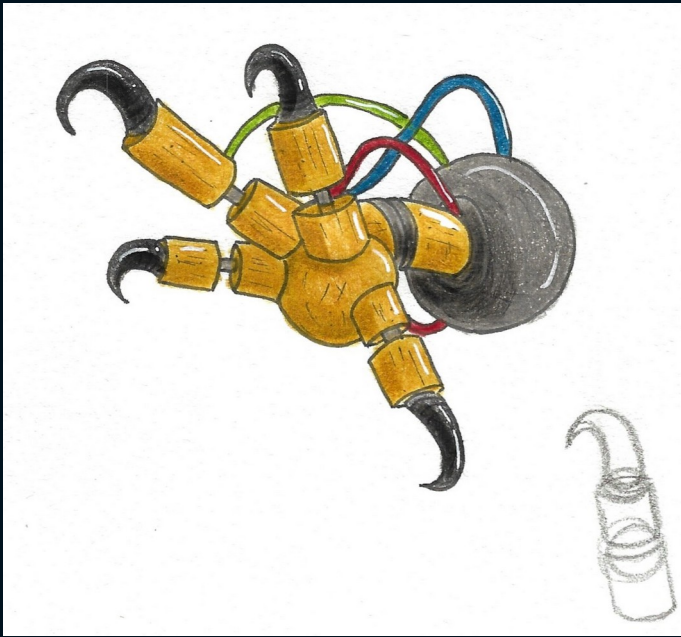
\*The openings in the neck allow the pistons to reach the cranium



Wings:

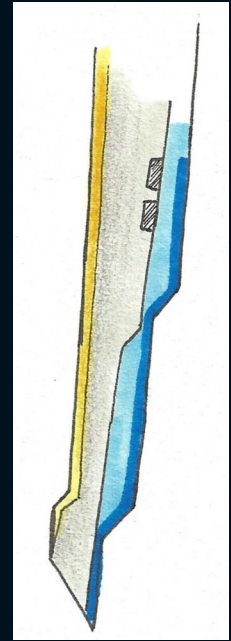


## Talon and feather:



From the left to the right :

- First version of the talon
- Claw study
- Blade-feather



## Other talon possibility:

