

# Code Blade MOD



## GOR-DOK, LOCAL LEGEND

In the dark underbelly of the boroughs, whispered tales carry warnings of a hulking monster with the strength of cold iron and the savagery of a feral beast. Gor-Dok stalks the shadows, a goliath of a man encased with parts of a rusted industrial exoskeleton, and running on illicit animal boosters. Where his left hand once was, a hydraulic loader-claw now resides, able to crush stone and steel with ease. His face is a twisted mosaic of flesh and metal, teeth replaced with jagged iron shards. Fueled by bovine hormones and synthetic rage, Gor-Dok smashes all who stand before him with piston-driven blows. His reputation builds with each act of destruction, though details become exaggerated in the retelling. To the boroughs, Gor-Dok is the stuff of urban legend - but beware - this iron behemoth lurks in the darkness ready to strike, and the safety of myth will not protect you from his loader-claw.

### ADDING THIS MOD TO YOUR GAME

It is your unlucky day. Your team just got word of an AI about to do some Honour dumping, but not only is there another team jokeing for position, pinpoint scans are also telling you that Gor-Dok (yes, *that* Gor-Dok) is in the area, doing algo-knows-what. Maybe you can use this to your advantage.

Players deploy their teams as normal. However, **Gor-Dok Local Legend** is also available for any player to deploy. He counts as friendly to both players (including in ignoring any distance to him while deploying other characters).

Notice that he has 0 Personal Honour. As such, Gor-Dok cannot contest objectives and cannot spend any Honour to improve his attacks (thankfully).

As per his abilities, he is 'For Hire,' giving both players a very powerful piece to use. But don't make him wait too long, or his hyperaggression will punish everyone.

**Gor-Dok**  
*Local Legend - Unique*

PH 0  
M 5  
K 5  
S 2  
H 2

Equipment	Type	Domain	Range	Diff	Effect
Industrial Claw	Opp.	K	M 3	+1	
Adrenal Implant	Auto	-	-	-	Charge Action only uses 1 FLOW
Animal-derived Boosters	Auto	-	-	-	Ignore the first STUN each round

Ability	Type	Domain	Range	Diff	Effect
For Hire	Auto	-	-	-	Any player may spend God-Dok's FLOW. Player loses 1 HONOUR per FLOW used.
Vent Heat	Opp.	K	B 1	+1	Gain 2 FLOW, and suffer hit from this attack
Hyperaggression	React	-	-	-	Req. Gor-Dok is the last character with FLOW: (1) Always Vent Heat with last FLOW (2) Charge at nearest Character (3) Repeat until all FLOW is used, or all dead