



FREE Weapons of mecha and POWER ARMOR DESTRUCTION

Requires the use of the d20 Future™ Roleplaying Game, published by Wizards of the Coast, Inc.

MECHA MISCELLANEOUS EQUIPMENT

Internal Security (CPL 6)

With the larger sized mecha, it is possible to have the armor breached and individuals could travel within the mecha causing havoc to all those aboard. The internal security package was created to prevent this sort of thing from happening. Given the size of the mecha, the many passageways and access hatches have electronic guardians in the form of kinetic electroblasters. Each round the individual is inside of the mecha make a Will save (DC 25), on any failing rolls, the kinetic electroblasters do 8d6 damage to that individual. Half of the damage is bludgeoning damage, and half is electricity damage.

Equipment Slots: 1

Activation: Attack action

Range: Mecha only, see text

Target: Special, see text

Duration: Special, see text

Saving Throw: Will (DC 25), see text

Purchase DC: 10

Restriction: Restricted (+2)

TROOP TRANSPORT (CPL 6)

Some of the space in a Gargantuan and Colossal sized mechas have been converted to carry other smaller power armors and mecha as troop support. Converted Gargantuan mecha can carry the following:

- Ten small sized power armors or
- Four medium sized power armors or
- Two large sized power armors

Colossal mecha can carry the following:

- Fifteen small sized power armors or
- Six medium sized power armors or
- Three large sized power armors or
- One Medium sized Mecha

Equipment Slots: 4

Activation: None

Range: Personal

Target: You

Saving Throw: None

Purchase DC: 10 + Base price of the Mecha

Restriction: Restricted (+2)

Water Freedom System (CPL 6)

This mecha was created to effectively work as well underwater as on the ground. Many of the mechas systems have been adapted to work underwater. Here are the changes the mecha's normal performance:

- The mecha is equipped with an oxygen-diffusing system that allows the pilot unlimited oxygen supply while underwater.
- Mini-turbine impellers system with a wing membrane designed along the lines of a manta ray making it possible for the mecha to travel underwater at triple they normal movement rate. Also with this addition, the mecha is able to launch itself from the water from the water level to 50 feet up.

Equipment Slots: 2

Activation: Move Action

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 10

Restriction: None



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POWER ARMOR SUPERSTRUCTURE

ULTRALIGHT CONSTRUCTION (PL 7)

The improvement of innovative and experimental alloys and polymers continuously permit power armor technology to advance to the point where once very bulky and heavy power armors become very easy to carry as lighter models. Any power armor with Ultralight Construction will weight half the listed weight. In addition, power armors with Ultralight Construction reduce their hit points by 10 points, and the base speed of the power armor is increased by 5 feet (*to a maximum of the user's normal speed*).

Restrictions: None.

Purchase DC Modifier: +4.

POWER ARMOR WEAPONS

PLASTICIZER SHELL LAUNCHER (PL 6)

This weapon fires a shell and when it hits, it coats the area hit with a quick hardening plastic polymer. Anyone hit within the burst radius a Plasticizer Shell must make a Reflex save (*DC 20*) or be paralyzed by the effects of the shell. Someone succeeds in their saving throw avoids the shell's effect but their movement will still be hampered (*reducing their Dexterity by -2 and reducing the move by 10 feet*). The plastic coating has a hardness of 5 and 10 hit points. Any attack against the plastic coating will cause 1 point of damage to the trapped individual for every point of damage above the hardness. The plastic coating is porous and the trapped individual can breathe through it.

Equipment Slots: 1

Activation: Attack action

Range: 100 feet

Target: 10 foot-radius burst

Duration: Instantaneous

Saving Throw: Reflex save (*DC 20*)

Purchase DC: 10

Restriction: Restricted (+2)

POWER ARMOR MISCELLANEOUS EQUIPMENT

COMPACT (PL 7)

Often in certain situations stealth and deception are the primary focus and large bulky power armor is not easily hidden, but with this modifier it make it possible to break down the power armor to fit to the space equal to that of a small briefcase. The process to use the compact modifier will take D4+2 rounds to place one and D4 rounds to take off the power armor. Until the power armor is fully assembled, it will be considered to be non-functional and will not work.

In its disassembled state, a power armor is not easily identified; a Knowledge (*technology*) check (*DC 20*) is required to identify a compact armor for what it really is.

Equipment Slots: 2

Activation: Move Action

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 5 + one-quarter the Power armor's base purchase DC

Restriction: Restricted (+2)

MINIATURIZATION (PL 7)

By eliminating wasted space and using smaller components, some engineers are capable of producing weapons or equipment far smaller than their standard counterparts. Any weapon or equipment that makes use of the Miniaturization modifier will have the equipment space of an item reduced by one, to a minimum of one. All weapons or equipment with the Miniaturization modifier will have their effective statistics by 50%, rounded up. For

example if a weapon that normally has a range of 100 feet and does 7D6 damage, will have the range reduced to 50 feet and the damage reduced to 4D6.

Equipment Slots: None

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 10 + one-quarter the Power armor's base purchase DC

Restriction: Limited (+1)

HELICAL MAGAZINE (PL 6)

These weapons are equipped with helix-cylindrical magazine which can carry large amounts of ammunition in a small space. With this any power armor equipped with this can increase any ballistic weapon's magazine amount by a multiple of 10.

Equipment Slots: None

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 5 + the weapon's base purchase DC

Restriction: None

TECHNO-ORGANIC TECHNOLOGY (PL 8)

This type of technology is based on the concept of growing and creating biological forms of technology integrated with their own mechanical devices to form a techno-organic hybrid capable of performing certain tasks with increased efficiency. Power armor created using this techno-organic concept is living tissue or a biological/mechanical hybrid material. Any Power armor with this system gains the following list of abilities:

- The Power armor will automatically heal 3 points of damage per round. The organic technology will be considered "death, when it loses all its hit points.

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- Additionally, weapons with this gadget are susceptible to diseases and poisons specifically designed to target techno-organic material.

Equipment Slots: None

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 10 + one-quarter the Power armor's base purchase DC

Restriction: Restricted (+2)

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