



LPJ9859



devil's workshop

Weapons of Power Armor Destruction

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



Weapons of Power Armor Destruction

With the advent of more and more Japanese anime and manga influences on the American pop cultures, in particular science fiction, it was only a matter of time until this would also develop into and effects RPGs and gaming in general. With this influence, the conception and development of the mecha rules of D20 Future were created. Now while many think of the term, mecha, being only large battle suits that tower over skyscrapers and office buildings and size is equal to several city blocks, smaller armored suit of high technology battle armor; similar to what Iron Man and War Machine of Marvel Comics and even the Cyclone Armor from Robotech: The New Generation wear; normal called Power Armor was an oversight in the creation of these rules. This supplement and sourcebooks was created with the development and creation of Power Armor for small tactical military groups in mind in a skirmish type setting. These Power Armor rules have been created to close the gap between the typical infantry soldier and the large-scale mecha weaponry.

POWER ARMOR

Power Armor technology can be found in societies of PL 6 or higher.

POWER ARMOR BODY SIZE

Power Armor bodies come in Small, Medium and Large sizes. Power Armor's size determines how many equipment slots (*places where weapons and additional equipment can be installed*) it has, and how well it measures up in combat. See Table: Power Armor Sizes for a summary of this information.

- **Equipment Slots:** The number of locations where weapons and other Power Armor equipment can be installed.
- **Hit Points:** The Power Armor's hit points, and the number of hit points the Power Armor provides its operator.

Table: POWER ARMOR SIZES

Size	Equip. Slots	Hit Points	Base Speed	H	W	Fighting Space	Reach	Purchase DC	Restriction
Small	3	25	20 ft	8	400	5ft. by 5ft.	5ft.	25	Res (+2)
Med.	4	50	20 ft	8	1,000	5ft. by 5ft.	5ft.	30	Res (+2)
Large	6	75	25 ft	10	2,000	5ft. by 5ft.	5ft.	35	Res (+2)

- **Base Speed:** The Power Armor's base land speed. Certain types of armor reduce base speed (*see Power Armor*).
- **Height:** The Power Armor's height in feet.
- **Weight:** The Power Armor's weight in pounds.
- **Fighting Space:** The Power Armor's fighting space.
- **Reach:** The Power Armor's reach, even without weapons.
- **Purchase DC:** The base purchase DC of the Power Armor without armor, weapons, and other equipment.
- **Restriction:** The level of license required to purchase the Power Armor legally.

Small Power Armor

Essentially small suits of light military armor, Small Power Armor are created to add "more punch" to light infantry and police groups and can add firepower of several combatants with this armor. Small Power Armor is the easiest of all Power Armors to operate but suffer from being not as durable, armed or resilient as other Power Armors.

Combat Statistics: Small Power Armor adds a +2 equipment bonus to a character's Strength score. Depending on the material used, Small Power Armor has 25 bonus hit points, which are added to the character's total and subtracted first when the character takes damage. It takes a -1 penalty on Hide checks.

Small Power Armor has a single slam attack that deals 1d4 points of damage (*plus the character's increased Strength modifier*). Its reach is 5 feet, and its base speed is 20 feet.

Base Purchase DC: 25.

Equipment Slots: Small Power Armor has 3 equipment slots available. These slots are located as follows.

- **Right arm:** 1 slot.
- **Torso:** 1 slot.
- **Boots:** 1 slot.

Medium Power Armor

The standard of Power Armor in use in the futuristic battlefield by the military is the Medium Power Armor. Medium Power Armor offers a solid mix of firepower and effectiveness in power armors. These armors are great additions to any fighting force and can easily added to any mobile fighting force whether it is on the ground or even in space.

Combat Statistics: Medium Power Armor adds a +3 equipment bonus to a character's Strength score. Depending on the material used, Medium Power Armor has 50 bonus hit points, which are added to the character's total and subtracted first when the character takes damage. It takes a -2 penalty on Hide checks.

Medium Power Armor has a single slam attack that deals 1d6 points of damage (*plus the character's increased Strength modifier*). Its reach is 5 feet.

Base Purchase DC: 30.

Equipment Slots: Medium Power Armor has 4 equipment slots available. These slots are located as follows.

- **Right arm:** 1 slot.
- **Shoulders:** 1 slot.

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- **Torso:** 1 slot.
- **Boots:** 1 slot.

Large Power Armor

Large Power Armor is the most advanced of Power Armors in PL 7 and higher societies. This Power Armor can be as large as the smallest pieces of Power Armor on battlefield and can turn the tire of any small unit and skirmish combat situations.

Combat Statistics: A Large Power Armor adds a +3 equipment bonus to a character's Strength score and a -1 penalty to Dexterity. It imposes a -2 size penalty on attack rolls and to Defense. Depending on the material used, Large Power Armor has 75 bonus hit points, which are added to the character's total and subtracted first when the character takes damage. It takes a -3 penalty on Hide checks. Large Power Armor has a single slam attack that deals 1d8 points of damage (*plus the character's increased Strength modifier*). Its reach is 5 feet.

Base Purchase DC: 35.

Equipment Slots: Large Power Armor has 6 equipment slots available. These slots are located as follows.

- **Back:** 1 slot.
- **Left arm:** 1 slot.
- **Right arm:** 1 slot.
- **Shoulder:** 1 slot.
- **Torso:** 1 slot.
- **Boots:** 1 slot.

POWER ARMOR SUPERSTRUCTURE

Power Armor's superstructure—its exoskeleton, interior braces, and other structural parts—can be made from any sufficiently advanced metal alloy. Whatever its composition, Power Armor's superstructure has a hardness that reduces the damage the Power Armor takes from weapons and collisions.

To build Power Armor superstructure from scratch, a character must succeed at a Craft (*Power Armor*) check (DC 25) and a Craft (*structural*) check (DC 25) after investing the requisite amount of assembly time, based on the Power Armor's size: Small 50 hours, Medium 75 hours and Large 125 hours. A character without Power Armor tool kit takes a -4 penalty on both skill checks. The character must also make a Wealth check against the Power Armor's base purchase DC.

Prototype

The Power Armor of this type is normally the first trial of a new type of Power Armor design and will normally not be as advanced as the standard issue make and model of that same Power Armor. These types of Power Armor will have one less equipment slot (*player's choices*) then other comparative Power Armor body sizes; so a Large Power Armor with prototype will only have 6 equipment slots instead of the normal 5 slots.

Base Purchase DC: -5

Equipment Slots: -1 (*player's choices*)

Next Generation Construction

This Power Armor is on the cutting edge of technology in direct comparison to other Power Armor of a similar model and make. Normally, this Power Armor has been just finished prototype construction and is the first active Power Armor types to come right off the assembly line. In gaming terms, all Power Armor with Next Generation Construction will have its hardness increased by 10 points.

Hardness: +5

Base Purchase DC Modifier: +10

Outdated

This Power Armor is quite outdated, in direct comparison to other Power Armor of a similar model and make.

Table: Superstructure Materials

Superstructure	Material Hardness	Modified Base Purchase DC		
		Small	Medium	Large
Duralloy (PL 6)	8	20	21	12
Neovulcanium (PL 7)	11	20	21	12
Neutronite (PL 7)	12	22	24	26
Vanadium (PL 6)	10	22	24	26

Normally this Power Armor has been through several major conflicts and has suffered and slightly survived through them. In gaming terms, all Power Armor with outdated will have its hardness reduced by 5 points.

Hardness: -5

Base Purchase DC Modifier: -10

Unique

The Power Armor of this type has been radically changed from the stand issue Power Armor that was developed and available. These types of Power Armor are normally for those Power Armor Pilots who want to personalize their Power Armor even more. Due to the customization of this vehicle, these types of Power Armor will have two more equipment slot (*player's choices*) then other comparative Power Armor body sizes; so a Large Power Armor with prototype will have 6 equipment slots instead of the normal 8 slots.

Base Purchase DC: +10

Equipment Slots: 2 (*player's choices*)

Different types of superstructure materials are presented below and summarized in Table: Superstructure Materials.

Hardness: The amount of damage the material absorbs from a weapon hit or collision.

Base Purchase DC Modifier: The modifier applied to the Power Armor's base purchase DC.

Restriction: Since Power Armor requires a license to own and operate; the materials used for making them do not require special licenses to purchase.

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Duralloy (PL 6)

Duralloy is harder, heavier, and more durable than alumisteel used on some mecha. It can also be used to fashion armor (*see Power Armor, below*).

Hardness: 8.

Base Purchase DC Modifier: None.

Neovulcanium (PL 7)

Similar to duralloy, neovulcanium uses plasma-forging techniques to create an alloy of unparalleled resilience. Neovulcanium can also be used for armor (*see Power Armor, below*).

Hardness: 11.

Base Purchase DC Modifier: +3

Neutronite (PL 7)

Neutronite is a tough steel alloy into which a weave of free neutrons has been pressed. It is extremely resilient but also incredibly massive, weighing approximately five times more than a similar volume of lead.

Hardness: 12.

Base Purchase DC Modifier: +4.

Vanadium (PL 6)

Vanadium alloy absorbs a respectable amount of damage and is easy to mold.

Hardness: 10.

Base Purchase DC Modifier: +2.

Armor

Armor can be welded or otherwise fixed securely to Power Armor's superstructure, providing an equipment bonus to the Power Armor's Defense. Power Armor does not impose a maximum Dexterity bonus upon the Power Armor operator (*as worn armor does*) and does not require a special proficiency feat to use. Installing armor on Power Armor requires a Craft (*Power Armor*) check (DC 20). The check is made after investing an amount of time determined by the Power Armor's size: Small 1

hour, Medium 2 hours and Large 3 hours. Armor can be removed in half the time with a successful Repair check (DC 20).

Different types of Armor are presented below, along with the following statistics:

Equipment Bonus: The equipment bonus that the armor provides to the operator's Defense.

Armor Penalty: Armor applies this penalty on its operator's Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks.

Speed Penalty: The amount by which the armor reduces the Power Armor's base speed.

Purchase DC: The cost of the armor.

Restriction: Since Power Armor requires a license to own and operate, Armor does not require a special license to purchase.

Alumisteel Armor (PL 5)

This easy-to-acquire alloy is lightweight and reasonably strong.

Equipment Bonus: +1.

Armor Penalty: -2.

Speed Penalty: None

Purchase DC: 5 + one-half the Power Armor's base purchase DC.

Crystal Carbon Armor (PL 7)

Grown in orbital laboratories, crystal carbon is a composite fiber material that narrowly outperforms neovulcanium on the battlefield.

Equipment Bonus: +3.

Armor Penalty: -3.

Speed Penalty: None.

Purchase DC: 7 + one-half the Power Armor's base purchase DC.

Duralloy Armor (PL 6)

Duralloy is harder, heavier, and more durable than alumisteel. It can also be used as a building material for Power Armor superstructures.

Equipment Bonus: +2.

Armor Penalty: -2.

Speed Penalty: -5 feet.

Purchase DC: 5 + one-half the Power Armor's base purchase DC.

Duraplastic Armor (PL 5)

Duraplastic armor is made of advanced plastic polymers, such as carbon fiber and high-grade fiberglass. Although relatively cheap and light, it doesn't offer tremendous protection.

Equipment Bonus: None.

Armor Penalty: -1.

Speed Penalty: None.

Purchase DC: 3 + one-half the Power Armor's base purchase DC.

Resilium Armor (PL 6)

Resilium is a more malleable alloy than duralloy, although not as strong.

Equipment Bonus: +1.

Armor Penalty: -3.

Speed Penalty: None.

Purchase DC: 3 + one-half the Power Armor's base purchase DC.

Neovulcanium Armor (PL 7)

Similar to duralloy, neovulcanium uses plasma-forging techniques to create an alloy of surprising resilience. It is also used as a building material for Power Armor superstructures.

Equipment Bonus: +5.

Armor Penalty: -5.

Speed Penalty: -5 feet.

Purchase DC: 10 + one-half the Power Armor's base purchase DC.

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REACTIVE ARMOR (PL 8)

Consisting of layers of insulating gel or compressed gas between cerametal sheets, reactive armor provides the same protection as crystal carbon armor but is considerably cheaper and easier to produce.

Equipment Bonus: +4.

Armor Penalty: -3.

Speed Penalty: None.

Purchase DC: 5 + one-half the Power Armor's base purchase DC.

POWER ARMOR EQUIPMENT

Power Armor equipment falls into several categories: flight systems, sensor systems, defense systems, weapons (*both hand-held and integrated*), and miscellaneous systems.

Installing a piece of equipment on Power Armor—be it a weapon or some other integrated system—requires a Craft (*Power Armor*) check (*DC 15*). The check is made after investing an amount of time determined by the Power Armor's size: Small 2 minutes, Medium 5 minutes, and Large 8 minutes. If the weapon or system occupies more than one equipment slot on the Power Armor, multiply the installation time by the number of slots it takes up. An integrated weapon or system can be removed in half the time with a successful Repair check (*DC 15*).

In addition to a general description, each piece of equipment includes the following information:

Equipment Slots: The number of equipment slots needed to install the equipment. Some pieces of equipment are limited to specific body slots, as noted here.

Activation: How long it takes to activate the piece of equipment (*usually an attack action*).

Range/Range Increment: A range listing indicates the maximum distance out to which the equipment functions.

If a range increment is listed instead, it represents the distance at which accuracy begins to decline, as per the rules on range increments.

Unless otherwise noted, equipment with a range increment has a maximum of ten increments.

Target or Targets/Effect/Area: This entry starts with one of three headings: Target, Effect, or Area. If the target of the component is you, you do not receive a saving throw (*and there is no saving throw entry for the piece of equipment*). If a component is a weapon capable of autofire, it will be noted here.

Duration: The amount of time a piece of equipment continues to operate before it needs to be reactivated, or how long its effect lasts. Duration of persistent means the equipment functions until the Power Armor is destroyed (*reduced to 0 hit points*) or the Power Armor's operator turns it off (*usually as a free action*).

Saving Throw: If a piece of equipment calls for a saving throw, the type of saving throw is listed here, along with the effect of a successful save.

Purchase DC: The purchase DC for the Wealth check to acquire the equipment.

Restriction: The level of license required to purchase the equipment legally.

Unlike Power Armor, Power Armor wears do not have use on of their equipment slots for the armor's operator.

POWER ARMOR FLIGHT SYSTEMS

All Power Armor is equipped with legs that allow them to walk and run. Power Armor's size determines its base speed, as noted in Table: Power Armor Sizes. This section describes various optional flight systems. To build a flight system from scratch, a character must succeed at a Craft (*Power Armor*) check (*DC 25*) after investing 30 hours in its assembly. A character without

Power Armor tool kit takes a -4 penalty on the skill check. The character must also make a Wealth check against the flight system's purchase DC.

JETPACK (PL 6)

A jetpack combines vectored thrust with simple avionics, granting the Power Armor a fly speed of 50 feet (*clumsy*). The jetpack carries enough fuel for the Power Armor to travel a total of 500 feet; refueling has a purchase DC of 12.

Equipment Slots: 1 must be back or boots.

Activation: Free action.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

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

Restriction: None.

JET-ASSIST WINGS (PL 7)

Jet-assist wings allow a flying Power Armor to maneuver more effectively, but do not provide the Power Armor with the ability to fly. Power Armor with jet-assist wings improves its flight maneuverability by one category (*clumsy to poor, poor to average, and so on*).

Equipment Slots: 1 must be shoulders.

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 3 + one-quarter the Power Armor's purchase DC.

Restriction: None.

JUMP JETS (PL 6)

Jump Jets are normally incorporated with any jetpack flight systems, but not always. This gives any Power Armor with this modification the ability to instead of a "jump" instead of using normal flight with the jetpack.

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Jump Jets make it possible for the Power Armor to leap to 25 feet up and 35 feet across. To land safely the pilot must make a Pilot skill (*DC 22*) and land from the leap safely. If the pilot fails the roll or lands on something like another Power Armor, the “attacking” Power Armor is considered to be Overrun (*See Overrun in Chapter 5 of the D20 Modern Roleplaying Game*). A jump jet carries enough fuel for a Power Armor to perform no more than 15 of these “jumps” before needing to refuel the Jump Jets; refueling has a purchase DC of 16.

Equipment Slots: 1 must be boots (*Small or Medium*); 2, must be boots, back or shoulders (*Large*)

Activation: None

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Purchase DC: 10 + one-quarter the Power Armor’s purchase DC

Restriction: None

POWER ARMOR SENSOR SYSTEMS

Sensor systems make it easier for Power Armor operators to perceive their surroundings; however, not all Power Armor is equipped with sensors (*or even require them*). In such cases, Power Armor operators must rely on their own acute vision and hearing.

Power Armor equipped with sensors conducts passive scans of the surrounding area constantly, without the operator’s attention. A passive scan extends in all directions at once, providing the operator with data on surrounding terrain, obstacles, and the location of other creatures, vehicles, and Power Armor within several miles of the Power Armor’s position.

A sensor system can also be used to conduct an active scan of a single target. With a successful Computer Use check (*DC 15*) and a move action, Power Armor’s operator can use the onboard sensor system to actively scan

a single nonliving target (*usually another Power Armor, mecha or vehicle*) and determine specific information about that target, as specified in the sensor system’s description.

To build a sensor system from scratch, a character must succeed at a Craft (*electrical*) check (*DC 30*) after investing 20 hours in its assembly. A character without an electrical tool kit takes a –4 penalty on the skill check. The character must also make a Wealth check against the sensor system’s purchase DC.

CLASS ALPHA SENSOR SYSTEM (PL 6)

This sensor system includes air/space radar that allows Power Armor operator to scan the basic topography of the surrounding area and pick out targets well enough to aim weapons at them. A Class Alpha sensor system grants a +2 equipment bonus on the operator’s Navigate and Spot checks.

With a successful Computer Use check (*DC 15*) and a move action, the operator can use the sensor system to actively scan a single nonliving target (*usually another Power Armor, mecha or vehicle*) and determine all the following information about that target:

- The target’s size.
- The target’s locomotive capabilities.
- The target’s present direction or trajectory.

Equipment Slots: None.

Activation: Move action (*active scan mode only*).

Range: 500 feet radius emanation centered on your Power Armor.

Area: 1 nonliving target (*active scan only*).

Duration: Persistent (*passive scan mode*) or 1 round (*active scan mode*).

Saving Throw: None.

Purchase DC: 8.

Restriction: None.

CLASS BETA SENSOR SYSTEM (PL 6)

This sensor system includes an electromagnetic (*EM*) detector array that localizes electromagnetic emissions,

and an infrared detector that tracks targets by their heat signatures. It also incorporates a high-resolution video system that differentiates targets by their visual profile. The hi-res video system incorporates a zoom feature, allowing close inspection of distant targets. A Class Beta sensor system grants a +2 equipment bonus on the operator’s Navigate and Spot checks.

With a successful Computer Use check (*DC 15*) and a move action, the operator can use the sensor system to actively scan a single nonliving target (*usually another Power Armor, mecha or vehicle*) and determine all the following information about that target:

- The target’s size.
- The target’s locomotive capabilities.
- The target’s present direction or trajectory.
- The number of living creatures aboard, if applicable.
- The composition of the target’s hull or superstructure, as well as the type of its armor, if any.

Equipment Slots: 1.

Activation: Move action (*active scan mode only*).

Range: 1,000 feet radius emanation centered on your Power Armor.

Area: 1 nonliving target (*active scan only*).

Duration: Persistent (*passive scan mode*) or 1 round (*active scan mode*).

Saving Throw: None.

Purchase DC: 9.

Restriction: None.

CLASS DELTA SENSOR SYSTEM (PL 7)

This system includes electromagnetic (*EM*), infrared detector, hi-res video, and nightvision sensors similar to those found on the Class Beta and Class Gamma systems. It also incorporates a lidar system that uses low-powered laser beams to quickly locate and identify difficult terrain, distant obstacles, and targets.

The Power Armor operator gains darkvision to a range of 120 feet. A Class Delta sensor system also grants a +4 equipment bonus on the operator’s Navigate and Spot checks.

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With a successful Computer Use check (*DC 15*) and a move action, the operator can use the sensor system to actively scan a single nonliving target (*usually another Power Armor, mecha or vehicle*) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.
- The number of living creatures aboard, if applicable.
- The composition of the target's hull or superstructure, as well as the type of its armor, if any.
- The target's weapon systems (*both functional and nonfunctional*).
- How much damage (*in hit points*) the target has taken.

Equipment Slots: 1.

Activation: Move action (*active scan mode only*).

Range: One-quarter mile-radius emanation centered on your Power Armor.

Area: 1 nonliving target (*active scan only*).

Duration: Persistent (*passive scan mode*) or 1 round (*active scan mode*).

Saving Throw: None.

Purchase DC: 10.

Restriction: Licensed (+1).

Class Epsilon Sensor System (PL 7)

This system improves upon earlier sensor systems by replacing the air/space radar with powerful multiband radar that quickly and effortlessly identifies and tracks Power Armor, creatures, and vehicles. It also combines the electromagnetic, infrared, and video scanners into a single, more powerful array. The Class Epsilon sensor system also extends the Power Armor's nightvision capability.

The Power Armor operator gains darkvision to a range of 180 feet. A Class Epsilon sensor system also grants a +6 equipment bonus on the operator's Navigate and Spot checks.

With a successful Computer Use check (*DC 15*) and a move action, the operator can use the sensor system to actively scan a single nonliving target (*usually another Power Armor, mecha or vehicle*) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.
- The number of living creatures aboard, if applicable.
- The composition of the target's hull or superstructure, as well as the type of its armor, if any.
- The target's weapon, defense, and sensor systems (*both functional and nonfunctional*).
- How much damage (*in hit points*) the target has taken.

Equipment Slots: 2.

Activation: Move action (*active scan mode only*).

Range: One-half mile-radius emanation centered on your Power Armor.

Area: 1 nonliving target (*active scan only*).

Duration: Persistent (*passive scan mode*) or 1 round (*active scan mode*).

Saving Throw: None.

Purchase DC: 12.

Restriction: Licensed (+1).

Class Gamma Sensor System (PL 6)

This system combines the features of the Class Beta sensor system with an advanced night-vision unit.

The Power Armor operator gains darkvision to a range of 90 feet. A Class Gamma sensor system also grants a +2 equipment bonus on the operator's Navigate and Spot checks.

With a successful Computer Use check (*DC 15*) and a move action, the operator can use the sensor system to actively scan a single nonliving target (*usually another Power Armor, mecha or vehicle*) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.

- The target's present direction or trajectory.
- The number of living creatures aboard, if applicable.
- The composition of the target's hull or superstructure, as well as the type of its armor, if any.
- The target's weapon systems (*functional and nonfunctional*).

Equipment Slots: 1.

Activation: Move action (*active scan mode only*).

Range: One-quarter mile-radius emanation centered on your Power Armor.

Area: 1 nonliving target (*active scan only*).

Duration: Persistent (*passive scan mode*) or 1 round (*active scan mode*).

Saving Throw: None.

Purchase DC: 9.

Restriction: Licensed (+1).

Enigma Sensor Suite (PL 6)

Using a combination of thermal imaging, X-rays, and vibration sensors, the Enigma sensor suite enables the operator to effectively see through solid objects. Fine details can't be detected, but Power Armor using the Enigma suite could tell, for example, that three Medium-size humanoids were crouched behind a closed door, or that an escape tunnel runs from one building to another.

Power Armor with the Enigma suite reduces the effects of concealment by two grades. Thus, an object with total concealment (*50% miss chance*) would have three-quarters concealment (*30% miss chance*) instead.

Equipment Slots: None.

Activation: None.

Range: 150 feet.

Area: Cone-shaped emanation.

Duration: 1 round.

Saving Throw: None.

Purchase DC: 8.

Restriction: None.

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Oracle Targeting System (PL 6)

The standard computer-assisted targeting system for Power Armor combines holographic displays and heuristic target-prediction profiling to increase Power Armor operator's accuracy. The system grants an enhancement bonus on attack rolls (+1) when using a specific ranged weapon selected by the operator. Switching the bonus from one weapon to another requires a move action.

Equipment Slots: None

Activation: Move action (*to activate or switch*).

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 7

Restriction: None.

POWER ARMOR DEFENSE SYSTEMS

Defense systems include energy shields, life support systems, and other equipment intended to protect the Power Armor and its operator from harm.

To build a defense system from scratch, a character must succeed at a Craft (*Power Armor*) check (*DC 15*) after investing 15 hours in its assembly. A character without Power Armor tool kit takes a -4 penalty on the skill check. The character must also make a Wealth check against the defense system's purchase DC.

Ablative Armor (PL 6)

An outer hull layer on some Power Armor is designed to vaporize under weapons fire, thereby dissipating energy and protecting the Power Armor's interior. Power Armor equipped with this modification will gain armor points equal to one-fourth the hit points of the Power Armor. If a Power Armor has 75 hit points then it has 19 points of ablative armor. When the Power Armor is attacked

ablative armor reduce the first successful attacks damage by 19 points; then the second successful attack damage will be reduced by 14 points; then the third successful attack damage will be reduced by 9 points and so forth. When the Ablative Armor damage reduction reached 0 it will no longer function and the Power Armor will take damage as normal. This defense system cannot be combined with Ceramic Composed Plating or Reactive Armor.

Equipment Slots: None

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 10

Restriction: None

Antishock Array (PL 6)

The antishock array grounds the Power Armor and protects it against electrical attacks. The Power Armor gains electricity resistance 10.

Equipment Slots: 1.

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 5.

Restriction: None.

Assault Defense Field (PL 5)

With this defense system, Power Armor is able to electrify the hull of the craft and have it causes 2d6 points of electrical damage in direct contact with it or the hull.

Equipment Slots: None

Activation: Free action

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 5

Restriction: None

Bastion Tactical Shield (PL 6)

The Bastion tactical shield improves upon the Bulwark tactical shield. It improves the Power Armor's equipment bonus to Defense by +2.

When not deployed, the Bastion tactical shield can retract into the Power Armor's arm. Deploying or retracting the shield is a move action.

Equipment Slots: 1 must be arm.

Activation: None or move action (*see text*).

Range: Touch.

Target: You.

Duration: Persistent.

Saving Throw: None.

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

Restriction: None.

Bulwark Tactical Shield (PL 5)

The Bulwark tactical shield—a high-tech version of the shields carried by knights of old—is worn on one of the Power Armor's arms. It improves the Power Armor's equipment bonus to Defense by +2.

Equipment Slots: 1 must be arm.

Activation: None.

Range: Touch.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 5

Restriction: None.

Ceramic Composed Plating (PL 6)

This defense system effectively covers the Power Armor's outer covering with ceramic composed plating. This type of plating makes the Power Armor more resis-

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tant to heat and fire based attacks. This type of plating grants the Power Armor fire resistance 10. This defense system cannot be combined with Ablative Armor or Reactive Armor.

Equipment Slots: None

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 10

Restriction: None

Cloaking Screen (PL 8)

The cloaking screen warps light and energy around the Power Armor, rendering it invisible to visual and electronic sensors.

A cloaked Power Armor has total concealment. To attack a cloaked Power Armor, an attacker must guess in which square the Power Armor currently is (*or determine its position based on where it attacked last*), and even if the guess is accurate, there is a 50% chance that the attack misses. A cloaked Power Armor gains a +40 bonus on Hide checks if immobile, or a +20 bonus on Hide checks if moving. Pinpointing the location of a cloaked Power Armor that isn't attempting to hide requires a Spot check against DC 40 if immobile or DC 20 if moving (*as if the Power Armor operator had rolled a 0 on the Hide check*).

Equipment Slots: 2.

Activation: Attack or move action.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 20 + one-quarter the Power Armor's base purchase DC.

Restriction: Military (+3).

Hologenerators (PL 8)

Power Armor with this system are able to generate a hologram of their Power Armor that will appear with 50 feet of itself. The holographic Power Armor will give off false readings to sensor suite as if it is real Power Armor and the real Power Armor will increase the effects of concealment by two grades. Thus, an object with three-quarters concealment (30% miss chance) would have total concealment (50% miss chance) instead.

Equipment Slots: 1

Activation: Attack Action

Range: 100 ft.

Target: Personal

Duration: Persistent

Saving Throw: None

Purchase DC: 30

Restriction: Mil (+3)

Reactive Armor (PL 6)

Power Armor with this modification has had small explosive charges bolted to its outer surfaces on the Power Armor. When the Power Armor is hit by weapons which use does Ballistic type of damage this explosives detonate in response to disrupt the attack. In gaming terms the reactive armor gives the Power Armor damage reduction 10 to ballistic damage. This defense system cannot be combined with Ablative Armor or Ceramic Composed Plating.

Equipment Slots: None

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 10

Restriction: None

Structural Reinforcement (PL 7)

The Power Armor's structural integrity is reinforced so it can shake off attacks that would cripple it otherwise.

Light fortification converts 25% of all critical hits into regular hits. Installing light fortification requires a Craft (*structural*) check instead of a Craft (*Power Armor*) check. Light fortification takes the place of one of the Power Armor's equipment slots.

Equipment Slots: 1

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 5 + one-half the Power Armor's base purchase DC.

Restriction: Licensed (+1).

POWER ARMOR WEAPONS

Power Armor uses both melee and ranged weapons to dispatch foes. In addition, a weapon can either be handheld or integrated into the Power Armor's superstructure; each version has its benefits and drawbacks.

Handheld Weapons: A handheld weapon does not cost an equipment slot. However, Power Armor with a handheld weapon can be disarmed.

Integrated Weapons: An integrated weapon takes up one or more of the Power Armor's equipment slots, but the Power Armor cannot be disarmed of the weapon. Table: Power Armor Weapons summarizes each weapon's statistics.

To build a handheld or integrated weapon from scratch, a character must succeed at a Craft (*Power Armor*) check (DC 25) after investing 8 hours in its assembly. A character without Power Armor tool kit takes a -4 penalty on the skill check. The character must also make a Wealth check against the weapon's purchase DC.

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Armor Defeating Weapon Systems (PL 6)

This weapon system has come into play more and more often in recent years. The basic nature of this weapon system makes it quite valuable and wanted by many. All weapons on a Power Armor equipped with this weapon system when attacking will reduce their target Power Armor's hardness by 15 points.

Equipment Slots: None
Activation: Per Weapon
Range: Per Weapon
Target: Per Weapon
Duration: Persistent
Saving Throw: None
Purchase DC: 20
Restriction: Mil (+3)

Dragon Breath Flame-Thrower (PL 5)

Used primarily against soft, unarmored targets, the Dragon Breath Flame Thrower sprays a 20-foot cone of burning liquid fuel. Anyone caught within the cone must succeed at a Reflex save (*DC 15*) or take 3d6 points of fire damage. The flame-thrower carries enough fuel for 10 attacks; refueling the tank has a purchase DC of 9.

Equipment Slots: 1.
Activation: Attack action.
Range Increment: Emanates from Power Armor.
Area: 20-foot cone.
Duration: Instantaneous.
Saving Throw: Reflex half (*DC 15*).
Purchase DC: 10
Restriction: Military (+3).

Energy Claws (PL 7)

Power Armor equipped with energy claws can cut into most armor and metal plating. The claws can be extended or retracted as a free action. The claws convert the Power Armor's slam attack into a claw attack that deals slashing damage. The amount of damage is based on the

Power Armor's size: Small 1d6, Medium 1d8, and Large 1d10. The claws have a critical threat range of 19–20. The energy claws size category is the same as the Power Armor's size category.

Equipment Slots: 1, must be arm
Activation: Attack Action
Range: Touch
Target: Single target within reach
Duration: Instantaneous
Saving Throw: None
Purchase DC: 10
Restriction: None

Enveloping Weapon Systems (PL 7)

All beam weapons that hit will envelop the target in the same energy as the beam weapon. The energy enveloping of the target Power Armor does massive damage to that Power Armor. In gaming terms, a target hit by a beam weapon with an enveloping weapon system will cause all damage from beam weapons to be doubled.

Equipment Slots: 1 (*Small or Medium*); 2 (*Large*)
Activation: Per Weapon
Range: Per Weapon
Target: Per Weapon
Duration: Persistent
Saving Throw: None
Purchase DC: 20
Restriction: Mil (+3)

Hard Light Weapon Systems (PL 8)

This weapon system can transform energy into a matrix that simulates solid matter. This matrix has two specific preset shapes of a sword and an energy cannon that will operate as these shapes would. Due to the nature of this weapon system either of the two weapons, the sword or energy cannon, will deal 4d8 points of fire damage with a successful attack.

Equipment Slots: 3
Activation: Attack Action

Range: Touch (*with Sword*), 100 feet (*with Energy Cannon*)
Target: Single target within reach
Duration: Instantaneous
Saving Throw: None
Purchase DC: 25
Restriction: Mil (+3)

Laser Cannon (PL 6)

This weapon is a reliable laser cannon that deals 5d6 points of fire damage with a successful attack.

Equipment Slots: 1, arm or shoulder
Activation: Attack action.
Range Increment: 50 feet.
Target: Single target within 500 feet.
Duration: Instantaneous.
Saving Throw: None.
Purchase DC: 12.
Restriction: Military (+3).

Laser Sword (PL 7)

A laser sword is a basic one-handed melee weapon. The amount of damage is based on the Power Armor's size: Small 1d8, Medium 1d10, and Large 1d12. The laser sword has a critical threat range of 18–20. Half of the damage the energy sword deals is slashing damage, and the other half is fire damage. The laser sword size category is the same as the Power Armor's size category.

Equipment Slots: 1, must be arm
Activation: Attack Action
Range: Touch
Target: Single target within reach
Duration: Instantaneous
Saving Throw: None
Purchase DC: 12
Restriction: None

Mass Driver (PL 8)

Mass drivers fire hyper-accelerated spent-uranium slugs at the target, dealing damage strictly through the massive

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kinetic energy the round imparts to the target. A mass driver round deals 7d6 points of ballistic damage, and the system's magazine holds 10 rounds.

Equipment Slots: 1 for weapon, 1 for each 10-round ammunition magazine.

Activation: Attack action.

Range Increment: 75 feet.

Target: Single target within 600 feet.

Duration: Instantaneous.

Saving Throw: None.

Purchase DC: 12 for drive and 10-round magazine, 10 per additional 10-round ammunition magazine.

Restriction: Military (+3).

mini-chaingun (PL 5)

Essentially a high-tech version of the medium machinegun, the Mini-Chaingun has 6 barrels that fire dealing 1d12 points of ballistic damage on a successful hit. The base unit has enough room for two 50-round ammo belts. Each additional equipment slot devoted to ammo storage has room for six more ammo belts. Each additional ammo belt has a purchase DC of 2.

Equipment Slots: 1 must be arm or shoulders.

Activation: Attack action.

Range Increment: 30 feet.

Target: Single target within 100 feet, or autofire.

Duration: Instantaneous.

Saving Throw: None.

Purchase DC: 6

Restriction: Restricted (+2).

MIRV missile system (PL 6)

A multiple independently targetable re-entry vehicle, or MIRV, missile system is one of a collection of small missile that are launched together using the MIRV system with the effect of having multiple missiles attacking on target. In gaming term, Power Armor equipped with this missile system will gain an additional 50% damage to a target.

Equipment Slots: None

Activation: Attack action

Range: Per missile type

Target: Per missile type

Duration: Per missile type

Saving Throw: Per missile type

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

Restriction: Mil (+3)

overloaded missile system (PL 6)

All missiles on this Power Armor have been rewired to produce a monstrously more powerful explosive effect upon detonation. Missiles with the overload missile system will cause all damage from missile to be doubled.

Equipment Slots: 1 (*Small or Medium*); 2 (*Large*)

Activation: Per Weapon

Range: Per Weapon

Target: Per Weapon

Duration: Persistent

Saving Throw: None

Purchase DC: 30

Restriction: Mil (+3)

plasma whip (PL 8)

A Plasma Whip has plasma energy that has been transform from energy into a matrix that simulates solid matter into the shape of a whip but still keeps the physical effect of the plasma, and can wrap around the target. The plasma whip does fire damage according to the Power Armor's size: Small 2d6, Medium 2d8, and Large 2d10. The Plasma whip has an extra 10 feet of reach. When using the plasma whip, you get a +2 equipment bonus on your opposed attack roll when attempting to disarm an opponent (*including the roll to avoid being disarmed if you fail to disarm your opponent*). Because the plasma whip can wrap around an enemy's leg or other limb, you can make a trip attack with it by succeeding at a melee touch attack. If you are tripped during your own trip attempt, you can drop or detach the plasma whip to avoid being tripped. The plasma whip

size category is the same as the Power Armor's size category.

Equipment Slots: 1, must be arm

Activation: Attack action.

Range: Touch.

Target: Single target within reach.

Duration: Instantaneous.

Saving Throw: None.

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

Restriction: Restricted (+2).

rocket launcher (PL 5)

The Shoulder Mount Rocket Launcher is basic rocket launcher that has been modified to hold three additional rockets that deals 5d6 points of slashing damage to everything within a 10 feet burst radius. A successful Reflex save (*DC 20*) reduces the damage by half.

Equipment Slots: 1, Shoulder only

Activation: Attack action

Range: 100 feet.

Area: 10-foot-radius burst.

Duration: Instantaneous

Saving Throw: Reflex half (*DC 20*).

Purchase DC: 10 for rocket launcher and 3 rockets, 5 per additional 3-rocket pack

Restriction: Mil (+3)

MISCELLANEOUS EQUIPMENT

This section describes various other pieces of Power Armor equipment that don't fall neatly under the other categories, including a variety of electrical systems.

Building a system from scratch requires a character to make a Wealth check against the system's purchase DC, invest time in its assembly, and succeed at a Craft (*electrical*), Craft (*Power Armor*), or Craft (*structural*) check (*DC 25*)—whichever seems most appropriate given the type of equipment. See the Craft skill description for further guidance. A character without the appropriate

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electrical or Power Armor tool kit takes a -4 penalty on the skill check.

Additional Ammunition

You have extra Ammunition on board for one of your weapon systems. With each purchase of this system, you will have an additional full amount based on the weapons magazine amount.

Equipment Slots: 1
Activation: None
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: Per Weapon type
Restriction: None

Additional Appendage

This Power Armor has been equipped with an additional appendage, whether it is something basic like an additional arm or leg to the extreme of a tail or tentacle. Power Armor with and additional appendage will gain additional equipment slots, dependent on its size. Small or Medium Power Armor gain 1 additional equipment slot, while Large Power Armor gain 2 additional equipment slots. This can be taken multiple times.

Equipment Slots: +1 for Small or Medium Power Armor; +2 for Large Power Armor
Activation: None
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: One-quarter the Power Armor's base purchase DC for Small or Medium Power Armor; one-half the Power Armor's base purchase DC for Large Power Armor
Restriction: None

Advanced Diagnostics (PL 7)

Multiple redundant systems coupled with the ability to detect and correct minor system faults allow the Power Armor to repair moderate damage. Advanced diagnostics restores 1d10 points of damage per hour, during which time the Power Armor cannot move or attack. Only the Power Armor's bonus hit points are repaired, not damage to the Power Armor's operator.

Equipment Slots: None
Activation: Move action.
Range: Personal.
Target: You.
Duration: 1 round.
Saving Throw: None.
Purchase DC: 10
Restriction: None.

Artificial Intelligence Computer System (PL 6)

This Power Armor is equipped with and Artificial Intelligence to help with the common tasks that would be done by a Power Armor Pilot. In gaming terms, Power Armor equipped with this modification gains +2 equipment bonus on the operator's Navigate and Spot checks and a +2 bonus to Defense.

Equipment Slots: None
Activation: None
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 5 + one-quarter the Power Armor's base purchase DC
Restriction: Restricted (+2)

Communications System (PL 5)

The Power Armor is equipped with a radio transceiver that can transmit on multiple frequencies in either LOS

(line of sight) or omni-directional mode. It can handle up to ten simultaneous two-way conversations.

Equipment Slots: None.
Activation: Free action.
Range: 50 miles.
Target: One or more radio transceivers.
Duration: Persistent.
Saving Throw: None.
Purchase DC: 11.
Restriction: None.

EMP Shielded (PL 8)

Power Armor with this device have had had its major operation systems protected and reinforced from all various types of electromagnetic pulses (EMP) attacks and/effects. Power Armor with this device gains a +5 to all rolls when dealing with EMP attacks and/or effects.

Equipment Slots: None
Activation: None
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 10
Restriction: None

EXO-POWER ARMOR SUPPORT HARNESS (PL 6)

Increases Equipment Space by +3 for Small or Medium Power Armor; and +7 for Large Power Armor

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: None

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Inertial Dampers (PL 7)

Inertial dampers are mechanisms aboard Power Armor to compensate for acceleration forces caused by speed and direction changes at high velocities. Power Armor with this system gain a +2 all Reflex saves.

Equipment Slots: 1
Activation: None
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 10
Restriction: None

Life Support System (PL 5)

The Power Armor's life support system provides a closed environment, allowing the Power Armor operator to ignore the effects of inhaled poisons and immersion in water. The onboard air supply lasts for 6 hours.

Equipment Slots: 1
Activation: None.
Range: Personal.
Target: You.
Duration: Persistent.
Saving Throw: None.
Purchase DC: 4.
Restriction: None.

Nanorepair Unit (PL 8)

State-of-the-art nanites swarm over the surface of the Power Armor at the first indication of damage. The Power Armor automatically heals 5 points of damage per round. The nanorepair unit ceases to function if the Power Armor loses all its hit points.

Equipment Slots: 1.
Activation: None.
Range: Personal.
Target: You.
Duration: Persistent.

Saving Throw: None.

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

Restriction: Restricted (+2).

Neural Link (PL 8)

This unit links the operator's brain directly to the Power Armor, making it feel less like a machine and more like an extension of the operator's body. While driving or piloting the Power Armor, the operator gains a +1 bonus on initiative checks. In addition, the operator can use any of his non-Power Armor-specific feats while operating Power Armor. *(This ability does not grant the operator any new feats.)*

Equipment Slots: None
Activation: None.
Range: Personal.
Target: You.
Duration: Persistent.
Saving Throw: None.
Purchase DC: One-quarter the Power Armor's base purchase DC.
Restriction: Restricted (+2).

Organic Technology (PL 8)

This type of technology is based on the concept of growing and creating organisms to perform the action that would be done by inorganic machines. Power Armor created using this concept is completely organic in nature, simply but this type of Power Armor is a living being. Any Power Armor with this system gains the following list of abilities:

- The Power Armor gains one of the following Power Armor feats and it can be used by the operator (*Power Armor Pilot*) of the Power Armor even though they may not have the prerequisites for the feat: Battle Tested, Hair Trigger, Power Armor Crush, Power Armor Sweep or Power Armor Trample

- The Power Armor will automatically heal 5 points of damage per round. The organic technology will be considered "death, when it loses all its hit points.

Equipment Slots: None
Activation: None
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 15 + one-quarter the Power Armor's base purchase DC
Restriction: Restricted (+2).

Pulsed Weapon System (PL 6)

With this weapon system, one energy-based weapons on the Power Armor will have their weapon fire rate changed from single to autofire and cause an additional 50% damage to a target, but the range of the weapon is reduce by 50%.

Equipment Slots: None
Activation: Free action.
Range: Per the weapon (*See Above*)
Target: Per the weapon (*See Above*), Autofire
Duration: Per the weapon
Saving Throw: Per the weapon
Purchase DC: One-quarter the Power Armor's weapon base purchase DC
Restriction: None

Sentient Artificial Intelligence Computer System (PL 7)

This Power Armor is equipped with and Sentient Artificial Intelligence to help with the several task that would be done by a Power Armor Pilot. In gaming terms, Power Armor equipped with this modification gains +4 equipment bonus on the operator's Navigate and Spot checks and a +4 bonus to Defense. In addition one per round, the Sentient Artificial Intelligence is able to attack with one of the weapon systems totally by itself. The

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Sentient Artificial Intelligence base attack is equal to the Power Armor Pilot's base attack -5.

Equipment Slots: 1

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 5 + one-half the Power Armor's base purchase DC

Restriction: Military (+3)

SPACE SKIN (PL 6)

Space skin colloquially refers to a series of environmental stabilizers that allow the Power Armor operator to ignore the effects of vacuum, thus enabling the Power Armor to operate in space.

Equipment Slots: 1

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 4.

Restriction: None.

STEALTH SUITE (PL 6)

Based on high-tech low observable technology, this combination of sound baffles, heat dispersers, and non-reflective paint combines to give the Power Armor a +5 bonus on Hide and Move Silently checks. Cost and the size penalty combine to make this structural option impractical on all but the smallest Power Armor.

Equipment Slots: None.

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 15.

Restriction: Licensed (+1).

SYNTHETIC BIONEURAL CIRCUITRY (PL 8)

Synthetic Bioneural Circuitry adds synthetic bioneural circuitry to a circuitry module, designed to organize information more efficiently and speed up response time for the pilot and Power Armor. While driving or piloting the Power Armor, the operator gains a +2 bonus all of the Power Armors rolls

Equipment Slots: 1

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 15 + one-quarter the Power Armor's base purchase DC

Restriction: Restricted (+2)

ZERO-G STABILIZER (PL 7)

A zero-G stabilizer allows the Power Armor and its operator to function normally in low-gravity and zero gravity environments, as though the operator has the Zero-G Training feat (*see page 15*).

Equipment Slots: None.

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 3.

Restriction: None.

MOVEMENT AND COMBAT

Combat between Power Armor is similar as between characters. They still obey the essential rules of movement and combat. They still threaten squares within their reach, take move actions and attack actions, duck behind cover to gain a bonus to Defense, and so forth.

In some respects, however, Power Armor movement and combat differs from character movement and combat. The following sections describe specific situations that arise when Power Armor maneuver and clash on the battlefield.

DRIVING, PILOTING, AND MOVEMENT

Power Armor operators use the Drive skill to operate their Power Armor on the ground and the Pilot skill to operate their Power Armor in the air or in space.

In general, Power Armor operators don't need to make Drive or Pilot checks to steer their Power Armor around the battlefield. However, these skills may come into play in combat under the following circumstances:

- When trying to move past a foe without provoking an attack of opportunity, Power Armor operator can make a Tumble check instead of Drive check or Pilot check.
- Power Armor operator can oppose a trip attempt with a Drive check (*if on the ground*) or a Pilot check (*if in the air*).
- A successful Pilot check can pull Power Armor out of a stall (*see Flying Power Armor, below*).

FLYING POWER ARMOR

On the ground, Power Armor move as characters. They can turn at any time, move in any direction, and stop on a dime. In the air, though, they are more limited.

Most flying Power Armor have to slow down to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Flying Power Armor has a maneuverability rating, as shown on Table: Flight Maneuverability. Power Armor's flight systems determine its maneuverability.

Minimum Forward Speed: If a flying Power Armor fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 75 feet in the first round of falling. If this distance brings it

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to the ground, it takes falling damage. If the fall doesn't bring the Power Armor to the ground, the operator must succeed at a Pilot check (DC 20) to recover. Otherwise, it falls another 150 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Fly Backward: The ability to fly backward.

Reverse: Power Armor with good maneuverability uses up 5 feet of its speed to start flying backward.

Turn: How much the flying Power Armor can turn after covering the stated distance.

Turn in Place: Power Armor with good or average maneuverability can "spend" some of its speed to turn in place.

Maximum Turn: How much the Power Armor can turn in any one space.

Up Angle: The angle at which the Power Armor can ascend.

Up Speed: How fast the Power Armor can ascend.

Down Angle: The angle at which the Power Armor can descend.

Down Speed: A flying Power Armor can descend at twice its normal flying speed.

Between Down and Up: An average, poor, or clumsy Power Armor must fly level for a minimum distance after descending and before ascending. Any flying Power Armor can begin descending after an ascent without an intervening distance.

POWER ARMOR IN OUTER SPACE

Only Power Armor equipped with space skin (see *Miscellaneous Equipment*) can operate in outer space. However, the Power Armor's operator takes a -4 penalty on all attack rolls and skill checks unless she has the

Table: Flight Maneuverability

Maneuver	Perfect	Good	Average	Poor	Clumsy
Minimum forward speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Fly backward	Yes	Yes	No	No	No
Reverse	Free	-5 ft.	—	—	—
Turn	Any	135°/5 ft.	90°/5 ft.	90°/5 ft.	45°/5 ft.
Turn in place	Any	+135°/5 ft.	+90°/5 ft.	45°/5 ft.	No
Maximum turn	Any	Any	135°	90°	90°
Up angle	Any	Any	90°	60°	60°
Up speed	Full	Full	Half	Half	Half
Down angle	Any	Any	Any	Any	45°
Down speed	Triple	Double	Double	Double	Double
Between down and up	0 ft.	0 ft.	5 ft.	10 ft.	20 ft.

Zero-G Training feat or has equipped her Power Armor with a zero-g stabilizer.

In outer space, Power Armor flies just like they do in the atmosphere, with a few exceptions. First, all flying Power Armor improve by two maneuverability category (*clumsy becomes average, poor becomes good, average becomes perfect*). Second, all Power Armor can ascend and descend regardless of the limitations on Table: Flight Maneuverability, and their speed is unchanged if they do so. Finally, all Power Armor can hover in space and need not maintain a minimum forward speed.

POWER ARMOR CRITICAL HITS

Whenever you confirm a critical hit against Power Armor, you may choose to roll a d20 and consult Table: Power Armor Critical Hits instead of dealing the normal critical hit damage for the attack. However, you must accept the results of the roll, even if those results are less than desirable.

Table: Power Armor Critical Hits

D10	Roll Effect(s)
1-3	Normal damage, pilot dazed
4-6	Normal critical hit, pilot dazed

7-9	Normal critical hit, Power Armor knocked prone
10-11	Severe critical hit, pilot dazed, Power Armor stunned
12-13	Severe critical hit, Power Armor knocked prone
14-15	Pilot hit (<i>normal damage</i>)
16-17	Normal damage, equipment damaged
18	Normal damage, equipment destroyed
19	Normal critical hit, slot damaged
20	Normal critical hit, slot destroyed

Normal Damage: The attack deals normal damage (*do not apply critical hit multipliers*).

Pilot Dazed: The pilot of the Power Armor, including its operator, must succeed on a Fortitude save (DC 15) or be dazed for 1 round. Unable to act, a dazed character can take no actions, but still retains his or her full Defense.

Normal Critical Hit: Roll critical hit damage normally.

Power Armor Knocked Prone: The force of the attack knocks the Power Armor prone. The pilot takes 1d6 points of bludgeoning damage as they are knocked about in the armor. A prone Power Armor takes a -4 penalty on melee attack rolls and can't use thrown ranged weapons.

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The Power Armor gains a +4 bonus to Defense against ranged attacks, but takes a -4 penalty to Defense against melee attacks.

Standing up from prone is a move action that provokes attacks of opportunity.

Power Armor Stunned: The Power Armor automatically drops what it is holding and can take no attack or move actions for 1 round. While the Power Armor is stunned, apply a -2 penalty to the Power Armor operator's Defense (*even though the operator is not stunned*).

Severe Critical Hit: Roll critical hit damage using a x5 multiplier instead of the weapon's normal multiplier.

Pilot Hit: The attack bypasses the Power Armor's armor and superstructure. Apply normal damage to the pilot ignoring the Power Armor's bonus hit points.

Equipment Destroyed: One piece of equipment (*attacker's choice*) is damaged and ceases to function until repaired. It can be a flight system, sensor system, defense system, weapon (*handheld or integrated*), or miscellaneous system. Repairing a damaged system requires half an hour of work and a successful Repair check (DC 25).

Equipment Destroyed: One piece of equipment (*attacker's choice*) is destroyed and ceases to function. It can be a flight system, sensor system, defense system, weapon (*handheld or integrated*), or miscellaneous system. A destroyed system cannot be repaired, only replaced.

Slot Damaged: One of the Power Armor's equipment slots (*attacker's choice*) is damaged. Any piece of equipment wholly or partially installed in that slot will not function until the slot is repaired. Repairing a damaged equipment slot requires 1 hour of work and a successful Repair check (DC 30).

Slot Destroyed: One of the Power Armor's equipment slots (*attacker's choice*) is destroyed, along with any piece of equipment wholly or partially installed in it. Rebuilding a destroyed equipment slot requires 9 hours of work and a successful Craft (*Power Armor*) check (DC 35).

RANGED ATTACKS AND ATTACKS OF OPPORTUNITY

Power Armor only provoke attacks of opportunity from creatures of their own size or larger (*including other Power Armor or mecha*) when they fire a ranged weapon in a threatened area.

POWER ARMOR-RELATED FEATS

Power Armor operators can select feats that relate specifically to operating Power Armor.

ESSENTIAL POWER ARMOR FEATS

A character without the Power Armor Operation feat and Power Armor Weapon Proficiency feat suffers serious penalties while operating Power Armor of any size. The penalties for not having these feats are summarized below:

Power Armor Operation: A character without this feat takes a -4 penalty on Balance, Climb, Drive, Escape Artist, Hide, Move Silently, Pilot, and Tumble checks when operating Power Armor. Furthermore, the character cannot run or charge.

Power Armor Weapon Proficiency: A character without this feat takes a -4 penalty on attack rolls made while operating Power Armor. Furthermore, the character cannot apply the various firearm feats (*such as Advanced Firearms Proficiency, Dead Aim, Double Tap, Shot on the Run, and Strafe*) to Power Armor's ranged weapons.

POWER ARMOR AND FEATS

If you have the Power Armor Weapon Proficiency feat, any feats that apply to firearms (*such as Double Tap and Strafe*) also apply to relevant ranged Power Armor weapons.

Melee-oriented feats from the Brawl and Combat Martial Arts trees do apply if you're operating Power Armor. A character with the Power Armor Operation feat threatens

all areas within reach of the Power Armor, and making a slam or other melee attack with Power Armor doesn't provoke an attack of opportunity. Feats from the Defense Martial Arts tree function normally for characters in Power Armor.

ADVANCED POWER ARMOR OPERATION

You have received advanced training or extensive practice in Power Armor movement.

Prerequisite: Power Armor Operation.

Benefit: When you are operating Power Armor of the chosen size, you gain a +1 dodge bonus to Defense. Furthermore, armor penalties for operating the Power Armor are 2 less than they would otherwise be (*minimum penalty -0*).

BATTLE TESTED

You are very experienced in combat with Power Armor.

Prerequisite: Power Armor Operation

Benefit: Whenever you are attacked and you or your Power Armor required to make Fortitude saving throws, the you gain a +2 to all these rolls.

POWER ARMOR CRUSH

You can hurl your Power Armor's body onto opponents to deal tremendous damage.

Prerequisite: Power Armor Operation.

Benefit: As an attack action, you can maneuver your Power Armor to jump or fall onto opponents, using the Power Armor's body to crush them. The base damage for a crush attack depends on your Power Armor's size category, as given below. Add 1.5 times your Power Armor-modified Strength bonus to this base damage to determine the total damage for the attack.

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Power Armor Size	Damage
Small	1d6
Medium	1d8
Large	2d6

A crush attack deals bludgeoning damage and affects as many creatures as can fit under your Power Armor's body. Each creature in the affected area must succeed on a Reflex save (*DC 10 + your Power Armor's size modifier for grapple attacks*). On a failure, the creature is pinned and automatically takes crush damage each round the pin is maintained.

POWER ARMOR OPERATION

You know how to operate Power Armor.

Benefit: You do not suffer the restrictions on movement and penalties on skill checks for being unfamiliar with Power Armor controls. You can move normally in Power Armor and generally perform any action as if you weren't inside Power Armor, subject to the obvious limitations of size. You threaten areas within your reach even if unarmed.

Normal: Characters without this feat take a -4 penalty on Balance, Climb, Drive, Escape Artist, Hide, Move Silently, Pilot, and Tumble checks when operating Power Armor. Furthermore, they cannot run or charge.

POWER ARMOR SWEEP

You can use your Power Armor to wield improvised weapons and attack several spaces at once.

Prerequisite: Power Armor Operation, Power Attack

Benefit: You can use your Power Armor's great size and strength, along with your own knowledge of balance and leverage, to pick up a heavy object (*such as a large tree or boulder*) and attack an area as an attack action. The area affected is a half-circle with a radius equal to your Power Armor's reach. This attack deals damage to all creatures within the area. The base damage dealt depends on your Power Armor's size, as given below. Add 1.5

times your Power Armor's Strength bonus to this base damage to determine the total damage for the attack.

Power Armor Size	Damage
Small	1d4
Medium	1d6
Large	1d8

This form of attack is awkward and unbalancing and you take a -1 penalty to your Power Armor's Defense and on Reflex saves until your next turn.

POWER ARMOR TRAMPLE

Your Power Armor can knock down and crush opponents.

Prerequisite: Power Armor Operation, base attack bonus +3.

Benefit: When you attempt to overrun an opponent while operating Power Armor, the target may not choose to avoid your Power Armor. If your Power Armor knocks down the target, your Power Armor may make one free slam attack against the target, gaining a +4 bonus on the attack roll because the target is prone.

POWER ARMOR WEAPON BOOST

By disabling safeguards and shunting auxiliary power into your weapons, you can attain greater destructive power at the cost of weapon accuracy.

Prerequisite: Base attack bonus +5, Repair 4 ranks.

Benefit: You can take a penalty of up to -3 on your attack roll. If you do, the Power Armor weapon of your choice deals +1d4 points of damage for each -1 penalty you took. The attack penalty persists until the beginning of your next turn, but the additional damage applies only to the next single attack you make.

POWER ARMOR WEAPON PROFICIENCY

You know how to acquire targets and fire your Power Armor's weapons using onboard computers and sensors.

Prerequisite: Power Armor Operation.

Benefit: You no longer suffer the standard penalties on attack rolls while you're in your Power Armor. You can use any feats that refer to firearms with your ranged Power Armor weapons.

Normal: Characters without this feat take a -4 penalty on attack rolls made while piloting the Power Armor. Furthermore, they cannot apply firearm feats to Power Armor's ranged weapons.

STUN POWER ARMOR

By channeling electricity into an enemy Power Armor's control system, you can temporarily short it out.

Prerequisite: Base attack bonus +6, Power Armor Operation, Precise Shot.

Benefit: If you threaten a critical hit with an electricity attack against another Power Armor, you may automatically confirm the critical. In addition to suffering the effects of the critical hit, the Power Armor is automatically stunned for 1d6 rounds. The stunned Power Armor automatically drops what it is holding and can take no attack or move actions. While the Power Armor is stunned, apply a -2 penalty to the Power Armor operator's Defense (even though the operator is not stunned).

POWER ARMOR PILOT

Select this advanced class if you want your character to be an expert Power Armor operator, in command of an elite armored war machine equipped with horrifying weaponry. The fastest path into this advanced class is from the Fast hero basic class, though other paths are possible.

Requirements

To qualify to become Power Armor Pilot, a character must fulfill all the following criteria.

Skills: Drive 6 ranks.

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Feats: +Power Armor Operation.

CLASS INFORMATION

The following information pertains to the Power Armor Pilot advanced class.

HIT DIE

The Power Armor Pilot gains 1d10 hit points per level. The character's Constitution modifier applies.

ACTION POINTS

The Power Armor Pilot gains a number of action points equal to 6 + one-half his character level, rounded down, each time he attains a new level in this class.

CLASS SKILLS

The Power Armor Pilot's class skills are as follows. Bluff (*Cha*), Computer Use (*Int*), Drive (*Dex*), Knowledge (*current events, popular culture, streetwise, technology*) (*Int*), Navigate (*Int*), Pilot (*Dex*), Profession (*Wis*), Read/Write Language (*none*), Repair (*Int*), Sleight of Hand (*Dex*), Speak Language (*none*), Spot (*Wis*), Tumble (*Dex*).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Power Armor Pilot advanced class.

POWER ARMOR WEAPON PROFICIENCY

At 1st level, the Power Armor Pilot gains the bonus feat Power Armor Weapon Proficiency.

SHE IS MY POWER ARMOR

Starting at 2nd level, Power Armor Pilot gains a bonus on Drive, Pilot, and Repair checks when applied to Power Armor he designates as familiar. The same bonus

Table: The Power Armor Pilot

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+1	Power Armor Weapon Proficiency	+1	+0
2nd	+1	+0	+3	+2	She is my Power Armor (+1)	+1	+0
3rd	+2	+1	+3	+2	Bonus feat, Evasive action	+2	+1
4th	+3	+1	+4	+2	She's my Power Armor (+2)	+2	+1
5th	+3	+1	+4	+3	Improved evasive action	+3	+2

is applied to the Power Armor Pilot's attack rolls with the Power Armor's ranged weapons. This bonus is +1 at 2nd level and increases to +2 at 4th level.

To designate Power Armor as familiar, the Power Armor Pilot must have operated it for at least one month. Minor changes and upgrades to the Power Armor don't affect familiarity, but if the Power Armor Pilot switches to Power Armor with a different size, different superstructure, different flight system, or more than one new weapon, he must operate it for at least one month before he is familiar with it. Power Armor Pilot can be familiar with only one Power Armor at a time.

BONUS FEAT

At 3rd, the Power Armor Pilot gains a bonus feat. The bonus feat must be selected from the following list, and the Power Armor Pilot must meet all the prerequisites of the feat to select it. Advanced Firearms Proficiency, Advanced Power Armor Operation, Burst Fire, Cleave, Combat Expertise, Dead Aim, Dodge, Double Tap, Far Shot, Force Stop, Gearhead, Great Cleave, Hair Trigger, Improved Bull Rush, Improved Disarm, Improved Sunder, Improved Trip, Power Armor Crush, Power Armor Operation, Power Armor Sweep, Power Armor Trample, Power Armor Weapon Boost, Mobility, Personal Firearms Proficiency, Point Blank Shot, Power Attack, Precise Shot, Shot on the Run, Skip Shot, Spring Attack, Strafe, Stun Power Armor, Thruster Blast, Weapon Focus (*Power Armor weapon only*), Whirlwind Attack.

EVASIVE ACTION

At 3th level, the Power Armor Pilot can make a Drive, Pilot, or Tumble check (*as appropriate*) to lessen the damage dealt by a successful attack against his Power Armor. If the check result exceeds the attack roll, the damage is reduced by half (*round fractions down, minimum of 1 point of damage*). The Power Armor Pilot can make an evasive action check once per round.

IMPROVED EVASIVE ACTION

At 5th level, the Power Armor Pilot's evasive action ability improves. A successful Drive, Pilot, or Tumble check negates all damage dealt by the attack.

Weapons of Power Armor Destruction

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