



D20 POLYMECH



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devil's workshop

weapons of power armor destruction 2

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Weapons of Power Armor Destruction 2

WEAPONS OF POWER ARMOR DESTRUCTION 2

This sourcebook PDF is an additional continuation of the first Weapons of Power Armor Destruction. We have added all kinds of new power armor superstructures, power armor weapons and all kind of new and interesting things that can be used in your local neighborhood game.

POWER ARMOR SUPERSTRUCTURE

Living Metal (PL 8)

The power armor is entered by physically merging the pilot's body into the living metal superstructure of the power armor, in essence becoming a one being. This merging takes 1 round. All power armors equipped with Living Metal gain additional 20 points to their Hit Points. Damage to the power armor inflicts psychic anguish on the pilot, but no real damage to the pilot's personal; hit points. Catastrophic damage (*50% loss of hit point in one attack for example*) will cause the pilot to make a Will saving throw (DC 25) to keep consciousness. Due to the nature of the Living Metal, there is a danger to pilots using the armor more than normally recommended. For every hour above the initial four hours of use, the pilot must make a Fortitude saving throw (DC 25) or the strain of using the power armor becomes too much and the pilot must rest for a minimum of 4+D6 hours before using it again. Only one specific pilot can physically merge with a living armor power armor.

Hardness: +5

Base Purchase DC Modifier: +20

ARMOR

Liquid Metal Coating (PL 8)

This power armor is coated and covered with a liquid metal compound, usually nanites technology, so it gives it shape-shifting abilities so it can mold it into simple weapons like swords or clubs and complex weapon systems like Hard Light Weapon Systems and Mini-Chaingun. Due to the fact that the liquid metal coating is made out of nanites, the liquid metal coating is quite durable and resistant to damage. Due to the customization of this superstructure, power armors will have three more equipment slot (*player's choices*) than other comparative power armor body sizes; so large power armor with the liquid metal superstructure will have 11 equipment slots instead of the normal 8 slots.

Equipment Bonus: +6.

Armor Penalty: 0.

Speed Penalty: None.

Purchase DC: 10 + one-half the power armor's base purchase DC.

POWER ARMOR DEFENSE SYSTEMS

Active Denial System (PL 6)

The Active Denial System (ADS) works by directing electromagnetic radiation in the microwave region of the electromagnetic spectrum toward the subjects. The energy in the waves turns to heat upon skin contact and immediately heats water molecules in the skin to around 130 degrees Fahrenheit, causing an intensely painful burning sensation. This type of weapon is only effective against living unarmored targets. All unarmored targets within 10 feet of the power armor take 3d6 points of fire damage.

Equipment Slots: 1

Activation: Attack Action

Range: 10 feet range emanating from the power armor

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 10

Restriction: None

Energy Absorption Plating (PL 7)

This defense system effectively covers the power armor's outer covering with energy collection plating. This type of plating makes it possible for the power armor to absorb energy, either fire, electricity or sonic. Power armor equipped with this modification will gain energy absorption points equal to one-half the hit points of the power armor. If the power armor has 60 hit points, then it has 30 points of energy absorption. When the power armor is attacked by either fire, electricity or sonic attacks, the energy absorption plating will absorb up to the first 30 points of damage from these attacks and any remaining damage will effect as normal. The power armor will then expunge the absorbed energy at a rate of 10 points per round, until the energy absorption points reach zero. The energy absorption plating will be effective as long there are available points. This defense system cannot be combined with Ablative Armor, 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

POWER ARMOR WEAPONS

Encephalon Beam (PL 7)

An encephalon beam causes those to that are hit to make a Fortitude saving throw (DC 25) or the targets

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to fall into a deep sleeping slumber. Sleeping creatures are considered to be helpless. Slapping or wounding awakens an affected target, but normal noise will not. Awakening a creature is a standard action (*an application of the aid another action*).

Equipment Slots: 1

Activation: Attack action

Range Increment: Emanates from Power Armor

Area: 20-foot cone

Duration: 10 minutes

Saving Throw: Reflex half (*DC 15*)

Purchase DC: 20

Restriction: Military (+3)

Graphite Rocket Launcher (PL 6)

A graphite rocket is a non-lethal weapon used to disable electrical power systems. Graphite rockets work by spreading a cloud of extremely fine carbon fiber wires over electrical components, causing a short-circuit and a disruption of the electrical supply. Power armors hit by a graphite rocket must succeed on a Fortitude save (*DC 25*) or be stunned for 1d4 rounds. The 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*).

Equipment Slots: 1, Shoulder only

Activation: Attack action

Range: 100 feet.

Area: 10-foot-radius burst.

Duration: Instantaneous

Saving Throw: Fortitude save (*DC 25*)

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

Restriction: Mil (+3)

Sticky Foam Cannon (PL 6)

Sticky foam cannons are non-lethal armament used by those looking to subdue target without damaging the target. The sticky foam produces multi-stranded mass of

strong, sticky foam that trap those caught in it. Anyone in the effect's area when the sticky foam cannon hits it target must make a Reflex save (*DC 20*). If this save succeeds, the target is entangled, but not prevented from moving, though moving is more difficult than normal for being entangled (*see below*). If the save fails, the target is entangled and can't move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check. Once loose (*either by making the initial Reflex save or a later Strength check or Escape Artist check*), a creature remains entangled, but may move through the web very slowly. Each round devoted to moving allows the target to make a new Strength check or Escape Artist check. The target moves 5 feet for each full 5 points by which the check result exceeds 10.

Equipment Slots: 1, arm or shoulder

Activation: Attack action

Range Increment: 50 feet.

Target: Single target within 200 feet.

Duration: Instantaneous

Saving Throw: None.

Purchase DC: 12

Restriction: Restricted (+2)

MISCELLANEOUS EQUIPMENT

Digging Bore (PL 6)

With this a power armor is equipped with a digging bore making it possible for power armor to burrow through ground and solid earth at a rate equal to their move rate.

Equipment Slots: 1

Activation: Move Action

Range: Personal

Target: You

Duration: Persistent.

Saving Throw: None

Purchase DC: 10

Restriction: Licensed (+1)

Fire Suppression System (PL 6)

This power armor is equipped with a fire suppression system to deal with if the power armor of the surrounding areas catches fire. Anyone wearing the power armor and all those within 10 feet of the power armor will gain a +6 bonus to their saving throw to extinguish and smother the fire, if they have caught fire.

Equipment Slots: None

Activation: Move Action

Range: 10 feet

Target: You

Duration: Persistent.

Saving Throw: None

Purchase DC: 5

Restriction: None

Inline Skates (PL 5)

The power armor is equipped with inline skates that increase the base speed of power armor by 15 feet

Equipment Slots: 1

Activation: Move Action

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 10

Restriction: None

Rubber Bullets

Rubber bullets are rubber-coated projectiles. Rubber bullets are often used in riot control and to disperse protests. Any weapon that damage type is normally results in ballistic can have it change to do nonlethal damage. The weapon will still do the same amount of damage, but only in nonlethal damage.

Equipment Slots: None

Activation: None

Range: Personal

Target: You

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Duration: Persistent
Saving Throw: None
Purchase DC: Per Weapon type
Restriction: None

Wall Crawling (PL 6)

The gloves of the power armor are equipped with pneumatic suction grippers that make it possible for the power armor to climb and travel on vertical surfaces or even traverse ceilings. The power armor must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (*even upside down*).

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

GRAPPLING SYSTEMS

Exo-unit Gauntlets (PL 6)

Extendible gauntlets may be jettisoned as grappled up to 100 feet away, and manipulated as if part of the armor. Because of the weak mooring line, these gauntlets may only be used in zero-gravity conditions.

Equipment Slots: None
Activation: Move Action
Range: 100 feet
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 10
Restriction: None

Tractor Beam Emitter (PL 8)

A tractor beam emitter projects a short-range gravitational “tether” that latches onto or immobilizes a single target, usually other power armor, objects or unattended object. The target must be in the same square or in an adjacent square. Using a tractor beam against another object or an unattended object is an attack action. Against another object, this action provokes an attack of opportunity if the power armor being grabbed has a point-defense system.

To grab a target with a tractor beam, a pilot must succeed at a ranged attack roll. If the attack succeeds, the smaller sized power armor is immediately pulled into the larger power armor’s space (*if it isn’t in occupying the same space already*); if both power armors are the same size, the target is pulled into the tractor power armor’s space. In any case, being pulled into another power armor’s space by a tractor beam does not count against the power armor’s movement. If the tractor power armor is one or more size categories larger than the target, the target is effectively immobilized, and tractor power armor drags the target with it when it moves. If the tractor power armor is the same size category as the target or smaller, both the tractor power armor and the target are effectively immobilized.

As an attack action, the tractor power armor can free itself from the tractor power armor by succeeding at an opposed Pilot check. Each power armor adds a special grapple bonus on its check based on its size: Small +4, Medium +6 and Large +8. Power armor may only attempt to free itself from a tractor beam (*or any other grappling device*) once per round. A power armor held by multiple tractor beams may attempt a single grapple check to escape all of the beams, but must beat the grapple check results of all opponents. A power armor using a tractor beam to grab another power armor can terminate the beam (*thereby releasing its hold on the other power armor*) as a free action.

Equipment Slots: 2
Activation: Move Action

Range: 50 feet
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 10 + one-half the base purchase DC of the power armor
Restriction: Licensed (+1)

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