

# Power Armor CYOA PNP RPG FTW

v 0.501

Concept

## **Recent Changes**

- Attribute points increased by 1*
- Weapon size requirements lessened*
- Added optional hardpoints for more weps*
- Tier 4 weapon price reduction*
- Stealth and Wrestling rules added*
- Sample enemy suit added*

# Pilot

## Attributes

Default to ten. You have four points to spend; you may increase, or decrease, an attribute by using these points. Note that an attribute may not be raised over fifteen or below seven.

- Power (PW): The measure of physical strength. You can lift (PW\*PW) pounds over your head. Melee damage is, at base, PW/4. The average Power of a female is eight due to less lean body mass.
- Agility (AG): How finesse and coordinated you are. Most skills use Agility.
- Health (HT): How healthy and resistance to outside forces you are. Fighter pilots, athletes, and similar people would have good Health.
- Intelligence (IQ): How bright and intelligent you are. Used for the science and knowledge skills.
- Willpower (WP): A measure of how determined and resolved you are,
- Perception (PR): A measure of how sharp-eyed and aware you are.

### Derived Attributes: (May not purchase)

- Hit Points (HP): How much damage you may suffer before being incapacitation. Is equal to POW-3.
- Movement (MV): How many yards you can move in one turn. Is 6 by default.

## Skills

Skills default to their parent attribute; normally they are written as Melee +1 (AGL), or something similar, denoting that they use AGL at +1. At character creation you have ten skill points to increase them with, though none may be increased any further than +4. Hobby and miscellaneous skills may be noted but don't have a number attached. Special skills may only be purchased with the relevant background.

Note that while most people would have no clue how to shoot a Cluster Missile bombardment off their back, or use similar suit systems, it is assumable some of these skills have been picked up over the short duration of having a suit.

Normal	Special
Acrobatics (AG) Close-Quarters Combat (AG)- <i>Striking and blocking</i> Firearms (PR)- <i>Used to hit with infantry weapons</i> Heavy Firearms (PR)- <i>Used to hit with heavier weapons</i> Ordinance (IQ)- <i>Used to hit with explosives and missiles</i> Stealth (AG-5)- <i>Primarily for sneaking</i> Subterfuge (IQ) Suit Programs (IQ) Wrestling (PW)- <i>Joint locks, submission holds, and throws</i>	<i>These skills may not be used or boosted by default.</i>  First Aid (IQ) Flight (HT) Suit Engineering (IQ)

## Background

Characters finally select one of the following backgrounds, determine height and weight, and then write up a short history.

- Soldier: You have seen front-line service in the military. You halve all weapon reloading times and can ignore any Shock Penalties from combat. Requires at least 9 PW and 10 HT.
- Engineer: You are an educated individual with specialties in one or more engineering fields. You are much more capable of repairing and adapting technology from the suits. You have Suit Engineering +1.
- Medic: You have an average to advanced understanding of first aid and general physiology. You have First Aid +2.
- NEET: Not employed, enrolled, or in training. You gain +1 to Suit Programs and other NEETs are inclined to like you.
- Public Speaker: You have some experience with public speaking or swaying others. Or you might just be attractive. You gain +2 to Subterfuge.
- Martial Artist: You have honed your body to be a weapon of itself. Your CQC skill is increased by 1 and, if in melee combat, you always gain Initiative before others without Martial Artist.

# Armor

## 200 Resources to spend

### Chassis

*One of the following chassis must be selected.*

Note that all suits have Armor Divisor (2) with their melee attacks

<p style="text-align: center;"><b>Mesh (0R)</b></p> <p>20 Hit Points. 25 Damage Resistance. Power +20 Dexterity +2 Movement is increased to 20 +25% weight</p>	<p style="text-align: center;"><b>Light (10R)</b></p> <p>Req. 30 minutes of inactivity each day. 35 Hit Points. 40 Damage Resistance. Power +30 Dexterity +0 Movement is increased to 15 +10% height and +100% weight</p>
<p style="text-align: center;"><b>Medium (20R)</b></p> <p>Req. 1 hour of inactivity each day. 50 Hit Points. 70 Damage Resistance. Power +40 Dexterity -2 Movement is increased to 10 +25% height and +200% weight</p>	<p style="text-align: center;"><b>Heavy (30R)</b></p> <p>Req. 2 hours of inactivity each day. 70 Hit Points. 100 Damage Resistance. Power +50 Dexterity -4 Movement is not modified. +50% height and +500% weight</p>

### Appearance

*One of the following morphologies must be selected.*

<p style="text-align: center;"><b>Biped (0R)</b></p> <p>No changes.</p>	<p style="text-align: center;"><b>Harpy (10R)</b></p> <p>The suit is backed up by long, shredding talons on the hands and feet. Thrusters in combination with stabilizing wings grant the ability to fly.</p> <p style="text-align: center;">+15% weight +Light Melee Weapon (if desired) +1 bonus to Flight skill</p>
<p style="text-align: center;"><b>Tauric (5R)</b></p> <p>The pilot fits into the front half of the suit; a second pair of mechanical legs sit further behind them. Has greater stability, balance, and a more efficient lope.</p> <p style="text-align: center;">+33% height +150% weight +5 movement May purchase Improved Hull twice. +1 maximum hardpoint</p>	<p style="text-align: center;"><b>Mermaid (5R)</b></p> <p>Instead of two legs the suit has one long, flipper-like limb. While somewhat clumsy on land it can power through water with ease.</p> <p style="text-align: center;">+33% height +75% weight Ground movement becomes 2 Water movement becomes 15</p>
<p style="text-align: center;"><b>Quadruped (5R)</b></p> <p>The pilot fits into the suit by laying down- their arms tend to stick into the front legs and their legs simply rest within the torso compartment. Has great stability and balance. In larger suits all the legs might be large, mechanized limbs.</p> <p style="text-align: center;">-33% height +75% to +150% weight +5 movement; half running time May purchase Improved Hull twice. +1 maximum hardpoint</p>	

## User Interface

*One of the following Interfaces must be selected.*

- **Controls:** 0R  
Standard pair of mechanical controls- might be joysticks, simple waldos, or the like. Pilot loses access to sense of touch, taste, and smell- when performing delicate, fine motions with hands it is done at -3 AGL.
- **Nerve Suit:** 5R  
The suit attaches itself to your Nervous system when you put it on. The suit essentially becomes a second skin. Physical sensation can be turned off but fine hand motions are at a -3 DEX penalty
- **Brain Implant I:** 10R  
As Nerve suit, but you may also call the armor to you, and telepathically communicate with any companions you may have while not wearing the armor. You may shoot one additional weapon each turn. +1 PER bonus to attacks.
- **Brain Implant II:** 15R  
As Brain Implant I, but you may also see all the HUD features the armor grants, plus the ability to remotely pilot the armor.

## HUD

*The following enhancements are optional and may be purchased once, each.*

- **Night Vision:** 5R  
Removes all PER penalties received in the dark, though while in the dark you may not see color.
- **Thermal Vision:** 10R  
Removes all PER penalties from the dark. Objects that put off heat (living creatures, most vehicles, and suit without stealthy) are at +2 PER to be spotted under all conditions.
- **X-Ray Vision:** 5R  
Allows the pilot to see through thin layers of clothing and skin.
- **Sonar:** 5R  
Uses ultrasonic waves to passively bombard the nearby area and builds a blurry, pixelated augmented reality based on this. Removes all PER penalties from the dark. While this allows the pilot to note size, and distance, they cannot tell the color or fine detail (like writing) of detected objects. Has a range of 50 yards.
- **Internal Status:** 5R  
Grants a HUD that shows the pilot their health, power levels, ammo, environmental hazards, oxygen levels, suit damage, and all other relevant readings.
- **External Status:** 15R  
As Internal Status, but also shows estimated enemy health, directions of fire, directions of sound, and missile locks. Within 50 yards the suit also passively detects if there are hidden enemies, traps, or security systems, along with their general direction.

## Communications

*The following enhancements are optional and may be purchased once, each.*

- **Voice:** 0R  
A built-in device able to talk with any other suit with permission. 10km range.
- **Universal Translator:** 5R  
Translates any language and can read lips by analyzing facial movement.
- **Communicator:** 5R  
Able to communicate through voice or camera made from any distance on earth with any capable device or suit. Works only with permission but is completely untraceable.
- **Wi-Fi:** 10R  
Untrackable and unhackable Internet connection for your suit. Combined with External Sensors allows for augmented reality, granting instantaneous information on any scanned object.

## Biology

*The following enhancements are optional and may be purchased once, each.*

- **Canvas Nanites:** 5R  
A cluster of nanobots are injected into you and allow you to change your gender, height, weight, skin color, eye color, and hair color, once only.
- **Progenitor Nanites:** 10R  
Changes the DNA, chromosomes, genetics, and anatomy of the pilot from human to a near-perfect copy of space elves. AG and PR are both increased by 2, at the cost of 1 POW and 2 HP, and their lifespan is extended to 200 years.
- **Hydra Nanites I:** 10R  
Grants enhanced healing and the ability to regrow limbs. One HP is recovered every hour; a finger might be regrown over a few hours, a hand over like four, and a limb taking several days. Outside of grievous body injury (I.e. decapitation, hole blown through chest, being cut in half...) the pilot can never bleed out. Also increases HT by 2.
- **Hydra Nanites II:** 20R  
As Hydra Nanites I, but the nanites can also repair the armor at the same rate. Further increases HT by 1.

## Utilities

*The following enhancements are optional and may be purchased once, each.*

- **Worm:** 5R  
Grants a small tentacle that can physically interface with any computer. Reach: melee
- **Pigeon:** 5R  
A computer program that can collect data and report back to the pilot. Roll against Suit Programs with sufficient penalties; on a success, and with Wi-Fi or Internet access (if the target is on the Net), the pilot can dive through the system without problem or have certain types of information presented.
- **Octopus:** 10R  
A computer program which provides information regarding materials, schematics, and such, of any nearby machine. Grants Suit Engineering at +0, or if the user is already an Engineer, a +2 bonus to it.
- **Spider:** 15R  
As Pigeon, but the system will be sabotaged. Can be instant, on a timer, or set to a certain date.
- **Collapsible:** 5R  
While not worn the suit can fold in on itself, into a more cubic shape, to be more easily hidden or stowed away.
- **Temperature Resistance:** 10R  
The suit is shielded against extreme temperatures, up to and including those caused from incendiary weapons. Has no effect against plasma-based weapons.
- **Ghost:** 10R  
Grants a human-sized hologram body for the A.I. companion, made up of electronic dust particles. Has a POW of 6, can move at a normal walking pace, and may not fight. Though it may interact with the world it may not go more than 50 yards from the suit. Also chaffs skin pretty badly.

## Defenses

*The following enhancements are optional and may be purchased once, each.*

- **Flares:** 5R  
Allows the suit to deploy flares to disrupt targeting systems. Can also be used in melee to temporarily blind nearby targets (if non-suited) and deal 1d3 damage in a small area. Guided missiles only hit on 9-.
- **Stealth Profile:** 10R  
The suit has a minimized profile, enhanced cooling features, and such- weapons lose their homing bonus when used against the suit. If used with Invisibility the suit can no longer be seen by Thermal Imaging- the full +9 Stealth bonus is granted.
- **Hardened Armor:** 10R  
Increases DR by +10.
- **Improved Hull:** 15R  
The suit has +25% hit points.
- **Invisibility:** 20R  
Lasts up to five minutes. While active the pilot and the suit have a +9 to Stealth in any situation where being seen would matter. Special methods of vision (i.e. Thermal and Sonar) ignore this bonus while in use but suffer the relevant drawbacks. Being hit by a weapon, or attacking something, will deactivate the Invisibility.
- **Distortion Field:** 15R  
A sphere of energy surrounds the user which redirects incoming projectiles to avoid direct hits. Enemies are at -2 to hit the suit with projectile-based weapons.
- **Faraday Mesh:** 15R  
The suit is immune to all EMP and Shock weapons.
- **Plasma Shield:** 20R  
D6 (2-) chance to negate any weapon. Can be reactively used in melee to defend.
- **Plasma Dome:** 25R  
May be activated as an action; the shield fully surrounds the armor for up to a minute. While active you may not attack, but the bubble can absorb up to

## Weapon Specials:

Armor Divisor: Shown as DAM (x). The number within the parenthesis is how many times this weapon divides the enemy DR when hitting; i.e. a divisor of (2) will ignore half of the armor for that hit.

Blast: The weapon can hit multiple opponents; for most weapons this will be the equivalent to a 10-yard radius blast. Larger weapons, such as the Missile Launcher and Cluster Missile Launcher, instead affect an area 20-yards wide.

EMP: Disrupts all HUD's, ghosts, plasma shields/plasma dome, and invisibility when hit. Non-suit machines are short-circuited unless they are shielded against EMP with a Faraday Cage or heavily grounded.

Flame: Can potentially cook people inside their armor. Unless the hit suit has Temperature Resistance the pilot takes 2 automatic burning damage within the armor (1 for medium and heavy suits) with each hit. While the napalm persists (generally 15 seconds) the suit also has -2 to PER and their Thermal Imaging, if purchased, is disabled. Note that all of this is ignored should it have Temperature Resistance.

Guided: The user may nominate one turn they are locking on; they skip that turn. The following turn they count their Ordinance skill as 15. This remains until the target becomes obscured or disappears from line of sight.

Incapacitate: When someone not in a suit, or vehicle, is struck by this weapon they must roll against their HT at a -5 penalty. On a failure they are knocked right the hell out.

RF: Rapid Fire. Can fire multiple times in one turn, up to the number listed after RF. Each shot after the first reduces the weapon accuracy by 1.

Scope: Each turn spent aiming increasing the accuracy by +2 (instead of +1), up to a maximum result of +4.

Vehicle Dam: Use this alternative damage when the weapon hits a non-suit vehicle.

## Weapon Penalties:

- A weapon can be fired at up to twice the listed range; while doing this you receive a -4 penalty
- Extremely fast moving targets (i.e. suits that are supersonic) are at -3 to be hit, but also have a -3 penalty when using their own non-missile weapons. This does not stack if both the attacker and defender are flying.

A hardpoint may be bought for 5R- this allows a one-handed weapon to be built into the suit, using your PER to hit, and not requiring the use of a hand. The maximum amount of hardpoints you may purchase is equal to your suit class + any relevant bonuses. A two-handed weapon will require two hardpoints.

## Weapons

Weapons are ordered by both class and price. Class is the minimize size of suit required to use the weapon (i.e. Mesh being 1, Light 2, Medium 3, Heavy 4), normally in two hands. The 1H Class is the minimum size of suit required to utilize the weapon in one hand. Weapons may be purchased multiple times- though you don't necessarily have the ability to use them all at once.

Name (cost)	Class	1H Class	Weight	Damage	Range (yards)	Accuracy	Ammo	Reload	Special
Soft Grenade (2)	1	1	1kg		50		1	x	Incapacitate, Blast
Pistol (1)	1	1	1kg	3d6	50		6	6s	
SMG (2)	1	1	2.5kg	3d6	80		6	8s	RF3
Battle Rifle (3)	1	2	3kg	7d6	150	+1	10	8s	
Sniper Rifle (4)	1	2	6kg	9d6	300	-4	4	12s	Scope
Auto Shotgun (5)	1	2	3kg	5d6	50	+1	7	8s	RF3
Light Melee (5)	1	1		Increases melee damage by 5; Armor Divisor remains at (2).					
Light Shield (5)	1	1	6kg	Increases DR by 10, but only against Class 1 Weapons. Can use in melee to defend.					
Gauss Rifle (10)	1	3	4kg	6d6 (2)	200	+1	20	8s	RF3
Flamer (10)	1	1	8kg	3d6	30		4	x	Flame
Flamethrower (10)	1	3	30kg	3d6	40		10	x	RF3, Flame
Concrete Foam (10)	1	1	8kg	*	20		6	x	Incapacitate
Hand Taser (10)	1	1	4kg	*	Melee		x	x	EMP, Incapacitate
EMP Grenade Launcher (10)	1	3	8kg	*	50		6	x	EMP, Blast
Medium Melee (10)	1	2		Increases melee damage by 5; also increases melee Armor Divisor to (3).					
Medium Shield (10)	1	2	20kg	D6 (2-) chance to negate Class 1 weapons. Can use in melee to defend.					
Laser Gun (10)	2	2	6kg	5d6 (2)	300	+2	5	8s	Incapacitate
Bolter (15)	2	2	12kg	6d6 (3)	300	+1	6	8s	
Missile Launcher (15)	3	shoulder mounted	18kg	6d6 x2 (5)	200	Guided	1	x	Blast <i>Vehicle Dam: 6d6 x5 (5)</i>
Combat Drones (15)	2	3							
0.5 BMG (10R)	2	4	50kg	7d6 x2	600		20	16s	RF3
Plasma Torch (15)	2	2	4kg	4d6 x2 ( $\infty$ )	Melee		x	x	Ignores DR
Plasma Gun (15)	2	3	6kg	3d6 x5 (2)	150		11	12s	
Lightning Gun (15)	3	3	15kg	3d6 x5 (2)	50	+1	2	x	EMP
Heavy Melee (15)	2	3		Increases melee damage by 5; also increases melee Armor Divisor to (4).					
Heavy Shield (15)	2	3		D6 (2-) chance to negate Class 2 weapons. Can use in melee to defend.					
Cluster Missile Launcher (20)	3	shoulder mounted	60kg	5d6 x2 (5)	2200	Guided	4	x	RF4, Blast <i>Vehicle Dam: 5d6 x5 (5)</i>
Fusion Missiles (25)	3	shoulder mounted	200kg	6d6 x5 (10)	2200	Guided	3	x	Blast. <i>Vehicle Dam: 300 (10)</i>
M242 Bushmaster (20)	3	X	119kg	5d6 x2 (5)	1100	-2	30	x	RF3
Railgun (25)	3	X	170kg	50 (5)	3000		4	x	<i>Vehicle Damage: 250 (10)</i>
Kinetic Strike Module (10)				Base melee damage is increased to PW/2. May be purchased a second time for PW/1 dam.					

## Companions

*The following companions are optional- you may purchase an AI and/or Mini-Droid*

- **Dummy A.I:** 5R  
A basic A.I. that follows orders and manages the armor systems. Incapable of sentience, personality, and emotion, but can learn and has perfect memory. Appears as an on-screen sprite and/or a hand-sized hologram. Allows you to fire a second weapon in the same turn; has no effect on melee weapons.
- **Mini-Droid:** 10R  
A personal robot that carries your orders and acts as a pet. Starts out unintelligent but can be trained, and has a customizable behavior and appearance. Remains active while you are out of the armor. Has a separate recharge time to the armor.
- **Sentient A.I:** 15R  
An advanced A.I capable of learning, developing a personality, and having emotions. Will be heavily influenced by what you say and do to it. Can appear as both an on-screen sprite and palm-sized hologram. Allows you to fire a second weapon in the same turn; has no effect on melee weapons.  
+1 PER bonus to hitting with weapons.

## Locomotion

*The following enhancements are optional and may be purchased once, each.*

- **Levitation:** 5R  
Allows levitating several feet up and skirting over ground or water. Movement of 9.
- **Gliding:** 10R  
Allows you to jump off large obstacles and then glide downwards. Movement of 25.  
Grants Flight +0. If you like, you may go back and spend remaining skill points on the Flight skill.
- **Adhesion:** 10R  
You can now climb up vertical surfaces or hang on ceiling like spiders. No promises they won't collapse.
- **Wheels:** 15R  
Several auto-balancing wheels or skates. Movement of 22.
- **Flight:** 25R  
Allows powered flight of Mach 1.8; movement of 30 to 660. Can accelerate/decelerate 30 each turn (60 mph). Performing an action other than STRAIGHT AHEAD, FASTER, and MAH MISSILES while moving 60+ speed will require a Flight roll. Yes, even decelerating.  
Grants Flight +0. If you like, you may go back and spend remaining skill points on the Flight skill.
- **Deep Sea/Space Module:** 20R  
The suit is modified for increased pressure resistance and is equipped with a hydro-jet that allows for swimming with a movement of 15. Comes with a re-breather that can extract or recycle oxygen from water or sunlight.



# Skill Test

When a roll is called for using one of your skills, simply roll 3d6 against it, applying any modifiers to the skill. If the roll is less than or equal to your skill it is a success.

# Combat

## Initiative

At the beginning of combat, and the start of a fight, you first determine initiative among the combatants. Initiative is determined by PR- those with higher Perception move and act first, then are followed by the next combatant with the next highest Perception.

During your turn you may Move and Act- to move, simply move up to your maximum Movement in yards. Sometimes (like when flying) you cannot simply move your maximum Movement, and instead increase or decrease your velocity. When this is the case you might denote that your speed has increased or decreased up to the value allowed.

There are a number of ways a character might choose to act- normally this will be to attack someone with a weapon. Melee weapons and ranged weapons are resolved slightly differently;

## Melee Attack:

With a melee attack, the target must be within a yard or two. Select what weapon you are attacking with, be it the natural fists of the suit, built-in claws, or some melee weapon. You then roll 3d6 under your CQC skill. The enemy does the same to avoid the attack, if they so choose. Next you determine how well you scored, by determining how much lower your roll was than your own CQC skill. Whoever scored more points (i.e. rolled more below their own skill) is the victor. The victor if attacking strikes the enemy, and if the victor was the defender, they successfully knock aside the blow, or just leap out of the way.

## Ranged Attack:

Ranged attacks are much simpler. Simply note which weapon you are firing, remove the necessary number of ammunition, and then roll 3d6 against your relevant skill for each shot fired. Penalties might be applied to your skill while rolling. For each roll equal to or less than your skill a shot hits.

## Other Actions

- **Aim:** You skip your Act this turn. The following turn you have a +1 bonus to hit an enemy. This may be done consecutive times, up to a +3 bonus. If the target becomes obscured, or you lose line of sight to them, the bonus is lost entirely.
- **Suppressive Fire:** Declare that you are doing this down a corridor or in a 90 degree cone- the weapon must have the Rapid Fire special and at least half it's ammunition remaining. Remove half of the max. ammunition. All enemies within the area of effect suffer a penalty to both AG and PR- this is equal to the class of the weapon you are doing this with. This penalty is not cumulative; use the highest penalty among weapons laying down Suppressive Fire within the area of effect. This penalty lasts this and the following turn.
- **Called Shot:** Select a weapon and declare that you are targeting the enemy head, limb, or groin. You are at -3 to hit a limb or -6 to hit a head or groin. The torso may also be declared as the target but has no penalty to be hit.
- **Full Attack:** Rather than just make one melee attack, you make two. Roll to hit as normal, but twice, potentially at two different targets within reach. Until your following turn you may not benefit from held shields and all enemy melee attacks automatically hit you.

# Damage

On a successful hit damage will be dealt; reduce this number by the amount of Damage Resistance the enemy (and part) has. If this damage exceeds the Damage Resistance then reduce the HP by that amount. When a suit reaches 0HP it ceases to work. With Mesh this means blindness and slowed down movements at -4 DEX; a pilot in a larger suit simply cannot move. Roll all dice, multiply it (if needed), and then apply the Armor Divisor.

A hit to a limb can only do up to 50% of that entity's maximum health in damage, and, should that happen, will probably be pulverized. You may choose to keep track of limb health in addition to an object's maximum health.

**Shock Penalty:** Penalty to all skills for that one turn.

# Sneaking

Sneaking is generally pretty simple- it's a skill test like any other, that you roll against with 3d6. When you wish to sneak past a group of guards, or some security system, you generally just have to roll against your skill; on a success you manage to bypass them.

If some opponent *knows* that you are in the area, and is actively looking for you, contest your Sneak and their Perception.

Bonuses	Penalties
<i>Invisible +9</i>	<i>Heavy Suit -6</i>
<i>Stealth Profile +1</i>	<i>Medium Suit -4</i>
<i>No Movement (1-) +1</i>	<i>Light Suit -2</i>
	<i>Full Movement -4</i>
	<i>Half Movement -2</i>

You cannot try to sneak while Flying- the hum and shriek of the plasma exiting your suit is all but impossible to hide.

# Wrasslin

Because you can. Normally in melee you simply roll at CQC to hit, and then the enemy contests their CQC or Agility to defend and avoid the attack. With wrestling you have a bit more stuff you can do- like twisting limbs around or immobilizing an enemy. Note that wrestling does not gain bonus damage from weapons.

Roll to hit as normal, using your unmodified Wrestling skill (that is to say, without your +huge bonus from the suit). The enemy avoids as normal, using whichever is most convenient for them. On a hit you now have a grip on the enemy and you get to have some fun.

**Hold:** Requires at least one hand free and a target- roll to hit with Wrestling, and if it hits, the target is dealt no damage but is now in a Hold. If they are a smaller suit size they generally cannot get away. Each turn they may choose to try and get out- they contest their AGL, CQC, or POW against your own POW- on a pass they get out, but each time they fail you get a +1 consecutive bonus to keep the grip in later turns.

- You can instead try and go for the neck, though this will be at -6 to your roll to hit
- You can also try to change the grip from a limb to the neck- on the following turn roll again at -3 to switch.

**Snap:** Once the target is in a hold, on your own next turn, you may decide to simply snap their limb. If you have a second hand free you may simply wrench the limb, dealing your melee damage to the pilot's limb inside the armor. This does not require a roll to hit considering you already have them grappled.

**Throw:** Once the target is in a Hold you may simply bodily throw them across the room or smash them into the ground. Roll against your own Wrestling skill with no penalty- on a success you manage to throw or slam the opponent.

Throw	Slam
The target flies ten feet through the air, plus an additional ten feet for every difference in suit size. The pilot takes 1 damage for every difference in suit size and an equivalent Shock Penalty. For every wall they go through they get an additional +1 Shock Penalty. You lose the Hold in the process.	Target pilot takes 1 damage for every difference in suit size and an equivalent Shock Penalty their upcoming turn. If you like you may sustain the Hold for more slamming.
Unsuited opponents are dealt (POW/4) damage instead.	Unsuited opponents are dealt your maximum melee damage instead.

# Random Foes

For testing

## Standard Soldier

*An average marine prepared for combat against similar foes.*

PW11 AG10 HT11 IQ10 WP10 PR11 HP: 8 Move: 6 Size 1  
Close-Quarters Combat 12, Firearms 13, Heavy Weapons 12, Subterfuge 10  
Ignores Shock Penalties from wounds  
Torso/Head DR: 20 (ballistic inserts) Limb DR: 6 (kevlar weave)  
M4 Carbine: 4d6+2 3.3kg 150yd 30 shots 8 sec reload RF3  
Underslung Grenade: 4d6-1 (5) 30yd 1 shot Blast  
Concussive Grenade: 6d6 30yd Blast  
Also has pistol and combat knife

## Future Force Warrior

*A state of the art special forces soldier with advanced liquid body armor, exoskeleton, and heavy weaponry.*

PW12+4 AG11 HT12 IQ10 WP11 PR12 HP: 9 Move: 6 Size 1  
Close-Quarters Combat 13, Firearms 14, Heavy Weapons 13, Subterfuge 10  
Ignores Shock Penalties from wounds  
Torso/Head DR: 35 (liquid armor) Limb DR: 20 (ballistic plate)  
Auto Shotgun: 5d6 3kg 50yd 7 shots 8 sec reload RF3, hit +1  
Underslung Grenade: 4d6-1 (5) 30yd 1 shot Blast  
Shaped Grenade: 6d6 (10) Melee Must be fixed to the target or thrown from above.  
Or  
FFV AT4 (84mm): 6d6 (10) 600yd 1 shot Blast  
M4 Carbine: 4d6+2 3.3kg 150yd 30 shots 8 sec reload RF3

## Apache Longbow

*They hurt. They hurt bad. The good news is that they can't use Hellfire ATGM's in developed areas.*

Pilots (2): PW11 AG10 HT11 IQ10 WP10 PR11 HP: 8 Move: 6 (80) Size 5  
Heavy Weapons 13  
Vehicle DR: 5 (Aluminum shell) Vehicle HP: 150  
30mm Light Chaingun: 5d6 x2 (5) 1100yd Lots of ammunition MG3  
Hellfire ATGM: 6d6 x10 (10)\* 450-8000yd 8 shots Blast  
\*Suits are small targets. The chopper is at -3 to hit a suit with a rocket. On a near-hit the suit instead takes a mere 6d6 x2 (5) damage.

A critical hit against a chopper (5-) will pierce the windshield and strike the pilot.

## Battle Tank

*They hurt even more.*

Crew (4): PW11 AG10 HT12 IQ10 WP11 PR10 HP: 8 Move: 6 (30) Size 10  
Heavy Weapons 12  
Temperature Resistance  
Vehicle DR: 350 (front), 250 (side and top), 100 (rear) Vehicle HP: 200  
Main Gun: 6d6 x5 (2) and vehicle damage: 6d6 x20 (2) 3000yd Lots of ammunition  
Can only fire after three rounds of aiming- requires vision, naturally  
Machine-Gun: 7d6 450yd Even more ammunition

### Generic Heavy Suit Opponent

*Something that a Hunter or random enemy interested in fighting might wear.*

PW12+50      AG10-4   HT10+3   IQ10      WP11      PR11                      HP: 9                      Move: 6                      Size 4  
Close-Quarters Combat 13, Firearms 13, Heavy Weapons 15  
Ignores Shock Penalties from wounds

Brain Implant II, Dummy AI; fire three weapons each turn

External Status and Sonar

Hydra Nanites II

Flares- (9-) to be hit by guided missiles, can blind opponents in melee and do 1d3 blast damage

Plasma Shield- D6 (2-) to an attack, can also be used in melee

Suit DR: 110

Suit HP: 88

Railgun: 50 (5) or 250 (10) against vehicles

3000      4 shots

Cluster Missiles: 5d6 x2 (5) / veh: 5d6 x5 (5)

2200      4 shots

Blast, RF4

Flamethrower: 3d6

40      10 shots

RF3, Flame

Flame: Unless the hit suit has Temperature Resistance the pilot takes 2 automatic burning damage within the armor (1 for medium and heavy suits) with each hit. While the napalm persists (generally 15 seconds) the suit also has -2 to PER and their Thermal Imaging, if purchased, is disabled.

# Random Ramblings

So the pods hit.

It's reasonable to assume you check the pod out within a minute

You're encouraged to speed through the armor creation by all the EXPLOSIONS and SIRENS, but let's say it still takes you about three minutes to create the armor and have it built

If living in a city, the police will generally have a response-time of 9-12 minutes (or 6-9 minutes after suit creation). Considering twoish million pods touched down, and the US has 4% of the world's population, it can be assumed about 80,000 pods dropped down in the US. 911 hotlines will probably go nuts. For the first hour or so people will think there's an attack going on, up until tweets and news footage reveal otherwise. Three cases-

Case One: You're one of the unlucky, and police are at your door in six minutes.

Case Two: You are lucky and further down the response list. You probably won't be investigated for several days.

Case Three: You live in the middle of bum-fuck nowhere, and probably won't be investigated for quite a while. If you found the pod out in a large field somewhere and took it, they won't first figure it was you. Instead you'll probably just be one of the countless who have disappeared in the chaos.

The severity of response also depends on how soon it was. The soonest responses, and responses further from the capital/white house/etc. will probably be more mild. Probably a cop cruiser.

And then you get to the capital/white house/etc., and there's probably going to be national guard running about, and/or some Future Force Warriors kicking down your front door. Because fuck yeah, we may as well have FFW in this scenario.

If you're not there, and have family, they'll probably be encouraged to explain what happened to the pod, the dangers inherit in it, and where it might be. At least once satellite photos reveal a pod was nearby. Depending on your relations with this family, and how smooth of liars they are, there might be many more questions.

You have to eat 2000 calories, or three meals, suggested to maintain your weight. It's also suggested that you drink 13 cups of water a day if male, or 9 if female. That's kind of silly, and most people don't come close to that, but it's assumable if you're pumping around the nation dodging other suiters, the government, and symbiotes, that you will be sweating and need above your normal intake of water.

You need a place to sleep. If you do so outside, within the armor, you won't get exposure, but anyone with a thermal will spot you without the Stealth advantage. Assuming you're not a 20-foot heavy suit in some weird bright color. Warehouses and sewers probably won't be empty- some other suiter or symbiote will no doubt be living it in.

If you took the Progenitor Nanites the vast majority of the population, and an even greater number of federal employees, will all be very suspicious of you. Other xenophobes and unsavory scientists/governments want to get hold of you, badly. Random deviants may feel the same way. Enjoy being grade A+ meat and never being able to be seen in public, even without the suit. You slut.