The Basic System:

# Battlesuit Construction

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Building Your Suit

In order to build a battle suit you need cash. In most cases your average character couldn't afford to build one. When we build something we use Development Points to create it. This represents cash that the player has to develop their battle suit. So in order for a player to build one they must choose one of the following Templates:

Corporate Engineer   **100 DP**

You work for a small company designing power suits. You have to test them sometime, so why not now. If you get caught using the hardware you could probably lose your job. Then again, who said you aren't following orders?
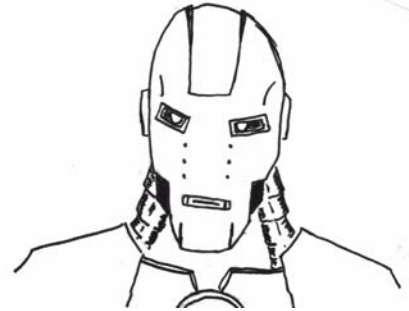
Military   **300 DP**

They've built the suit and you're the pilot. You got to pick all the cool pieces that make the suit work for you. Now it's time to prove that you're not a joke.

Playboy Millionaire   **500 DP**

Hot chicks and race cars. You own them all. You also happen to own a secret power suit. No one knows you've got it, if they did you'd lose it all. At least the competition doesn't want to mess with you.

Government Engineer   **700 DP**

They've given you the money, the time and the place. You've built yourself quite the suit, now you have to test it.

Third World Nation   **500 DP**

Sadam wants them, Saudi Arabia does too. So they gave you the cash and you've built them a prototype. They want a demonstration, so you're about to show them how it works.

Playboy Billionaire   **800 DP**

You thought owning a small island was fun. Maybe evening owning part of Japan. But you've also got a thing for Science Fiction. You hired a top notch scientist to build you a power suit. Who is going to fly it? You of course!

An optional way of determining which template to use (meaning players can't all choose Playboy Billionaire) is to roll on the following chart:

Roll 1d6

1	Corporate Engineer
2	Military
3	Playboy Millionaire
4	Government Engineer
5	Third World Nation
6	Playboy Billionaire

The Parts

HUD (Heads up display)
DP: 5
The heads up display shows the pilot basic information and targeting information. Time, temperature, speed, and other basic information is provided. With the HUD players also gain a +2 to all **Perception** checks.

Multi-Target System
DP: 8
The multi-target system lets the pilot attack multiple targets at a +3. For each additional level bought the player may attack one additional target.

Navigation System
DP: 4
This works like an onboard map. It will tell you where you're going or plot out a course for you. If using teleportation add a +6 to your roll.

Neural Interface
DP: 40
This ability allows the wearer no penalty while wearing any suit. This means that someone with heavy armor does not get the minus on their reflexes. The downside is that if the suit overloads for whatever reason the pilot must make an **END** check or be stunned for 2d6 turns.

Night Vision
DP: 2
Night Vision allows a player to see in the dark. The only problem with night vision is that if someone uses a flash grenade the pilot is going to be blinded for 1d6 turns.

Radar
DP: 5
This battle suit is equipped with radar. The player may track multiple targets at +1 for each **Perception** roll.

Scanner
DP: 8
The scanner lets the pilot see what another target is carrying for weapons and gear. You can also read life signs and it can work as a lie detector giving the pilot a +4 to detect raised heart rates. You can also detect hostile environments such as toxins and radiation with a +4.

Spotlight
DP: 2

The spotlight is a light built into the suit. It is powerful enough to cut through fog and smoke. To represent this, the player receives no penalty when functioning in these environments, and also includes underwater.

Target Lock
DP: 7

The Target Lock allows a pilot to lock onto something they're shooting at. To represent this, a suit with Target Lock gains a +5 to shoot at any target.

Telescopic Sight
DP: 6

The suit may see up to one mile away. For each additional level bought for this suit add +1 mile to the distance.

Thermo-Imager
DP: 5

Thermo-Imaging allows a player to see the heat signatures of anything that gives off heat. That's means living creatures, gas trails and other heat sources. Players' gain a +5 to any **END** roll that allows heat to be seen. This does not work against machines.

Physical Enhancements

Battle Computer
DP: 40

The battle computer is an AI that runs the suit for the pilot or just gives tactical information. The AI starts out at 18 and for each additional level bought the suit gains +1 **INT**. This works great when **INT** rolls need to be made.

Super Reflexes
DP: 5

This gives the suit super **AGI** starting at 15. For each additional level bought the player may increase the **AGI** by +1.

Super Strength
DP: 5

This gives the suit super **STR** starting at 18. For each additional level bought the player may increase the **STR** by +1.

Movement

Aqua Jets
DP: 8

This works similar to micro-jets except underwater. The player may move at 30 **SPD** underwater. For each additional level bought the player may at +30 **SPD**.
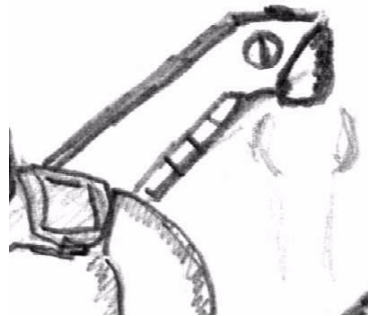
Glide
DP: 4

The suit has the ability to glide with the winds. There must be some type of air current for this to work on your suit. To represent this you must have some type of glider built into your unit.

Jet Pack
DP: 4

The jet pack is a detachable unit that allows the battle suit to fly. Base speed is 50 **SPD**. For each additional level bought into this the suit gains a +30 **SPD**.

Jump Jets
DP: 5

Jump jets let the player leap up to 50 feet height. For each additional level bought the player may at +10 feet.

Hover Jets
DP: 5

Hover jets let the player hover about 10 feet off the ground. Works great for hovering over a mine field.

Micro Jets
DP: 10

These concealed jets allow the player to fly at 30 **SPD**. Each additional level bought gives the player +30 **SPD**. These jets also work in space, but not underwater.

Space Flight
DP: 30

Your suit not only can fly at a base speed of 2,000 **SPD** in an atmosphere, but it may fly in space as well. You must have life support in order to use this. For each additional level bought you put into space flight add +1,000 **SPD** to your speed.

Super Speed Flight
DP: 15

Super flight speed is one the best options for a battle suit. You can go toe to toe with fighter jets and fast attacking vehicles. At start you may move at 500 **SPD**. For each level bought you put into this you gain an additional 200 **SPD**. The only catch is your suit MUST have life support.

Teleport

DP: 48/60/72

You may move from place to place in a flash. For each level bought into this power your range increases. The downside to this power is when teleporting into a crowded room or an unfamiliar place you could very well find yourself in a wall or person! So to use this power you must also add your **INT MSB** to the roll! Here's how difficulties are set and ranges for Teleport:

Level 1 = 10 foot range, Difficulty 30

Level 2 = 50 foot range, Difficulty 30, 20 for any range under 50 feet

Level 3 = 100 foot range, Difficulty 30, 20 for anything under 100 feet

Level 4 = 300 foot range, Difficulty 30, 20 for anything under 300 feet

Level 5 = 500 foot range, Difficulty 30, 20 for anything under 500 feet

Level 6 = 1 miles, Difficulty 30, 20 for anything under 1 mile

Level 7 = 5 miles, Difficulty 30, 20 for anything under 5 miles

Level 8 = 10 miles, Difficulty 30, 20 for anything under 10 miles

Level 9 = 50 miles, Difficulty 30, 20 for anything under 50 miles

Level 10 = 100 miles, Difficulty 30, 20 for anything under 100 miles

Onboard System Supports

Life Support

DP: 10

This gives the pilot a self contained suit. They may function in the hostilities of space or underwater. At start this gives the pilot a 30 minute supply of air. For additional level bought you may add +10 minutes.

Bio-Scanner

DP: 5

This option lets the suit tell you how you are doing physically. It provides vitals, exposure alerts and injury reports. It's a good way to tell if your suit has been ruptured.

Medical Injectors
DP: 10
Say you get injured or poisoned. These injectors will provide pain relief and medication for most toxins. To represent this, a character with this installed in their suit may ignore up to 15 points of damage (still record it) without any penalties.

Gas Filter
DP: 2
If you don't have life support than you ought to have this. It will filter out toxins and gasses. You will need to replace the filters, however, each time it gets used to make sure that the unit will work properly. Each time you replace the filter pay 2 **DP**.

Defenses

Cloaking
DP: 75
This power makes you invisible to machines, but not to people. Great for fighting robots and people with cybernetic eyes. This defense has a five foot radius. The disadvantage is you can't be filmed and door sensors can't detect you. Stinks huh?

EMP Protection
DP: 40
This is the greatest form of protection someone can have. In case of a nuclear attack this will protect the suit from the electromagnetic pulse.

Force Field
DP: 20
With a force field you may generate an energy field that protects you from oncoming attacks. Your starting **Shield Points** are 20. For each additional level bought you may add +10 to your **SP**. If an attack roll goes over your **SP** the shield shuts down and may not be reactivated until 1d6 turns. The Nemesis for this is Psionics which can bypass the shield.

Reflection Field
DP: 25
The pilot may reflect oncoming attacks. Once again this works just like a force field but the attack reflects off. Your starting **SP** is 20. For each additional level bought you may add +10 to your **SP**. If an attack roll goes over your **SP** the shield shuts down and may not be reactivated until 1d6 turns. The Nemesis for this is Psionics which can bypass the shield.

Shock Protection
DP: 15
Shock protection works against electrical attacks. In most case an electrical attack will affect the suit and its wearer. With shock protection the suit is insulated from such attacks.

Stealth
DP: 40

This works like a stealth fighter. You cannot be detected by radar and when being tracked by seeker missiles (not heat seeking) the player gains a +3 to all Stealth roles.

Light Armor
DP: 30

This armor allows for an **AC** of 30 and 50 **Body**. It covers all areas.

Medium Armor
DP: 60

This armor allows for an **AC** of 50 and 100 **Body**. It covers all areas. Minus one to all **AGI** rolls.

Heavy Armor
DP: 90

This armor allows for an **AC** of 70 and 150 **Body**. It covers all areas. Minus five to all **AGI** rolls.

Additional Armor
DP: 10

For every 10 **DP** you put into additional armor, you may add 5 to your **AC** and 5 to your armor's **Body**.

Power Sources

Battery Powered
DP: 40
Shelf Life: 10 years

This is the more typical way to power your battle suit. Take in mind that after a full days use the battery must be replaced.

Cold Fusion
DP: 60
Shelf Life: 50 years

Cold Fusion requires changing power cells at the end of each session. The upside is that if the power source is damaged it won't go critical.

Hardwired
DP: 20
Shelf Life: n/a

This power supply is created by plugging in the suit. The only problem is if someone cuts the power line and then there is no power. The suit shuts of in 1d6 rounds.

Nuclear
DP: 50
Shelf Life: 100 years
A nuclear powered suit is one of the cleanest ways to go. The downside to this power source is if it goes critical. This can be caused by damage to the power cell or an overload. The result is a nuclear blast that will level 30 city blocks.

Solar Powered
DP: 30
Shelf Life: 1 hour outside of the sun
Solar powered gives the suit power via the sun. The downside is if there is a lack of sunlight which only gives the pilot 1 hour of power before the suit dies. The other catch is the player must only use essential systems, if they attempt to use anything that requires power then the suit will die in 3 minutes.

Weapon Systems

Beam Cannons
DP: 50
FR: n/a
Range: 250
Damage: 12d6
The beam cannons can be fired from a rifle or emitters on the hands, chest or head. For an additional 10 **DP** you may increase the damage by another 1d6.
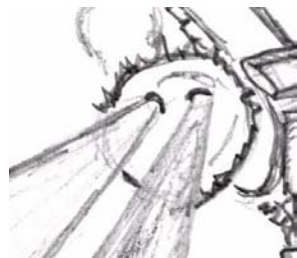
Energy Bolter
DP: 35
Ammo: 50
FR: 2
Range: 100
Damage: 3d6
The energy bolter resembles a crossbow, but it fires energy bolts instead of wooden or metal ones. The best example of the Energy Bolter is the one used on the Nightmaster Armor by Freelance International.

Freeze Beam
DP: 40
FR: n/a
Range: 50
Damage: 5d6
They can be used to freeze a target in place or even generate an ice wall. You may even freeze surfaces and make them slick. For additional DP you may increase the damage by 1d6.

Heat Beam
DP: 40
FR: N/A
Range: 50
Damage: 5d6
The heat beam is a handy weapon to have. Not only can you fry a target, but you can use it like a cutting torch as well. For each additional **DP** you may increase the damage by 1d6. This is a great weapon to focus an attack on setting off fuel tanks!

Laser Projectors
DP: 40
Ammo: 1000
FR: 3
Range: 500
Damage: 6d6
Laser projectors can be placed anywhere on the unit. For additional **DP** you may add +1d6 damage to the attack. These are great for space battles, but their downside is they can be reflected by mirrors.

Machine Guns
DP: 25
Ammo: 100
FR: 20
Range: 1,000
Damage: 8d6
Machine guns can be attached to the shoulders or arms. Ammo drums may be attached to the back for an additional 5 **DP** and add +50 ammo.

Melee Energy Weapons
DP: 30
Damage: varies
-**Energy Ax:** 6d6
-**Energy Sword:** 5d6
These weapons simulate real melee weapons but they are energy fields in place of their blades.

Micro Rockets
DP: 40
Ammo: 5
Range: 350
Damage: 10d6
These are mini rockets that can deal a deadly blow. They are also armor piercing and ignore **AC**, but people still may roll an **AGI** to dodge! For each additional **DP** you may increase the number of rockets by one.

Mini-Missiles
DP: 30
Heat Seeker DP: 35
Ammo: 4
Range: 500
Damage: 10d6
These missiles are housed in a missile pod that carries four mini-missiles. For an additional DP you may buy one more missile to add to your pod.

*Note on scaling
Battlesuits are scaled for 1:1 (Human Sized). If characters wish to build Battlesuits above this scale then the cost for each item is multiplied by the scale, but so is the damage for weapons and armor!
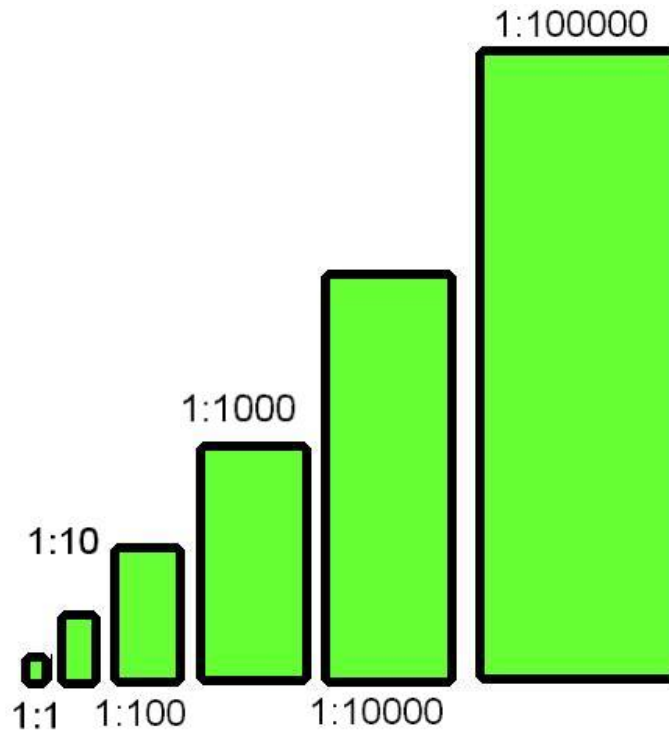
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