

## Super Hero Power – Armor

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You are a hero in an armored suit. The primary function of armor is protection from damage. In this system, that means additional dice of Toughness. It may be a high-tech suit a'la Iron Man, or it may be a suit of enchanted medieval armor, like the armor worn by Wonder Woman. In any case, you may or may not have any powers of your own, except that you are the only one who can wear your set of armor. (There are exceptions to this, below.)

### ***Armor Basic Ability Improvements***

A character who arrives in a suit of armor has certain inherent advantages and disadvantages over others.

Unless other immunities are chosen as powers below, the Toughness dice from Armor protects against only Force (including physical attacks), Cold / Ice, Heat / Fire and Cosmic energies. Those are the most common forms of damage.

The natural disadvantage is to movement speed and initiative: you tend to lumber around, and it takes a bit of time to get yourself suited up.

If you are somehow caught without your armor, or you choose not to wear it, you get none of the advantages or disadvantages.

A Hero that has at least one level in this Power Set starts the game with these basic ability score modifications:

**Toughness: +2**

**Movement: -1**

**Initiative: -1**

Note: wearing armor makes you just slightly slower than non-armored people.

### ***Armor Powers ('Components')***

Any power that you take through the 'Armor' set, even if it is from another power set as well (through the Armor's meta powers) is considered a 'component' of your armor. Your Armor is a suit of component parts. If you like, you can define your armor as only cover a part of your body, like your legs, or chest, or just your head (a magic helmet). This changes nothing in regards to game mechanics. Keep it simple.

### **Donning / Removing Armor**

It takes a Move action to put on or take off each component piece of your armor. This is reflected by the -1 Initiative above at the beginning of each scene. The powers of a component cannot normally be used unless the armor is being worn.



## Damaging / Destroying Armor

While your armor cannot be used by someone else, it can be damaged.

- Anytime you would take a Stun token, you can instead damage one component of your armor.
- Similarly, you can sacrifice and damage a component of your armor to gain +1 additional dice of Toughness for a single roll.
- There may be attacks that target armor specifically.
- Damaged armor can be destroyed by targeted attacks that do at least 1 Structure of damage.
- Destroyed armor cannot be repaired in a scene. It must be replaced in the lab.

While a component is destroyed, the power chosen at that level cannot be used. However, that level continues to grant the basic +1 Toughness described above.

## Repairing Armor

Destroyed components must be repaired before they can be used again. Any character with any levels of Armor is assumed to have a 'home' lab in which the armor can be repaired (by the hero or someone else).

Repairing a component normally requires the hero to be in an Armor Lab (their own or someone else's), not wearing the component, and a 'Repair' action. Repair Actions are 10 Time Units long. At the end, a roll is required: Perception Vs a standard difficulty. If successful, the component is repaired.

## Armor Powers

### Level 1 (chose one of these)

- **Armor Familiarity**  
You know about Armor. With a Perception roll, you can understand important details about armor that you come across, even potentially how to wear and control its components.
- **Improved Armor**  
Add +1 Toughness. Additionally, choose one energy type that your armor protects you against: Magnetism, Light, Sonic, or Electricity. This can be taken up to 3 times.
- **Magic Armor**  
Your Armor protects against 'Magical' damage. This is in addition to any types of damage from which it already protect you.
- **Quick Change 1**  
+1 Initiative, can suit-up as a Full Action (10 Time Units). Perhaps you carry your suit in your briefcase.



## Level 2 (chose one of these or from a lower level)

- **Armor Repair Tools**  
You can build and repair armor outside of your lab/workshop. A broken component can be repaired with a 'Repair' action (10 time units, + a Perception + Armor roll Vs standard difficulty.)
- **Guns**  
Add +2 dice to your Aim to make a ranged attack. You can take this power up to 5 times.
- **Heavy Armor**  
This component grants an additional +3 Toughness and +2 Strength, but also give -2 Dodge and -2 Stealth. You are also slightly slower: add +1 Time Unit to every physical action you take that is not a simple Move action.
- **Sealed Suit**  
Is not affected by vacuums or high-pressure environments, also not affected by hazards that must be breathed in.
- **Defined Component, Three Uses**  
(Meta-Power) Select any non-meta power from another Power Set that is at least 1 level lower than this component. You gain 3 uses of that power. A 'use' of a permanent power lasts one action. You may take this component at every level that it is offered. Each level of this power can be used to either gain an additional 3 uses of the same power, add another die to that same power, or choose a new power.

## Level 3 (chose one of these or from a lower level)

- **Quick Change 2**  
+1 Initiative, can suit-up as a Move Action (7 Time Units). If you have Quick Change 1, you may choose another component to replace it.
- **Defined Component, One Shot**  
(Meta-Power) Select any non-meta power from another Power Set that is of a level equal to or lower than this component. You gain a SINGLE use of that power. A 'use' of an otherwise permanent power lasts one action. You may take this component once at every level that it is offered. Each level of this power can be used to either gain an additional use of the same power, add another die to that same power, or choose a new power.
- **Defined Component, Three Uses**  
-See the description at Level 2, above.
- **Speed Component**  
This component grants you +2 Move, +1 Initiative and -2 Stealth (because it is loud). This component also negates the Time Unit penalty if you have Heavy Armor.



#### Level 4 (chose one of these or from a lower level)

- **Hidden Component**  
Another component of your armor, chosen anytime you could repair your Armor, is small enough to hide under normal clothing. Additionally, this component (called 'Hidden Component') can be destroyed without revealing the component that was hidden by it.
- **Remote Controlled Components**  
You can control the components of your armor even when they are not being worn by you. It is a Thought Action to establish control each un-connected component, and you can have control of a number of components equal to your Perception.
- **Defined Component, One Shot**  
-See the description at Level 3, above.
- **Defined Component, Three Uses**  
-See the description at Level 2, above.
- **Defined Component, Unlimited Uses**  
(Meta-Power) Select any non-meta power from another Power Set that is at least 2 levels lower than this component. You gain unlimited uses power. You may take this component at every level that it is offered. Each level of this power can be used to either add another die to that same power, or choose a new power.

#### Level 5 (chose one of these or from a lower level)

- **Guns: Multiple Targeting**  
Add +2 dice to your Guns. Every 2 dice you have in Guns may be aimed at a different target. Add your Aim score against each target only once. (For example, if you have 6 dice in Guns and two targets, one attack is Aim +2 Dice, and the other is Aim +4 dice.)
- **Defined Component, One Shot**  
-See the description at Level 3, above.
- **Defined Component, Three Uses**  
-See the description at Level 2, above.
- **Defined Component, Unlimited Uses**  
-See the description at Level 4, above.
- **Quick Change 3**  
+1 Initiative, can suit-up as a Thought Action (3 Time Units). If you have Quick Change 1 or 2, you may choose another component to replace it.
- **Reflex Component**  
This component grants you +2 Aim and +1 Dodge, but gives a -1 to Self-Control. Every fleeting thought could become a dangerous action. This component also negates the Time Unit penalty if you have Heavy Armor.
- **Self-Repairing Armor**  
An armor component can make a Repair action itself while you take a Rest action, so long as it is still connected to a non-destroyed piece of armor. The



Armor does not get your Perception dice for this roll if you also have Armor Repair Tools.

### Level 6 (chose one of these or from a lower level)

- **Distributed Components**  
All components of your armor have all the powers of the rest of the components. Having a component destroyed does not prevent you from using that power.
- **Defined Component, One Shot**  
-See the description at Level 3, above.
- **Defined Component, Three Uses**  
-See the description at Level 2, above.
- **Defined Component, Unlimited Uses**  
-See the description at Level 4, above.
- **(Meta) Extra Components**  
Choose three other Armor components, from level 5 or lower. With a Repair action, you can swap in one of those components instead of the component your armor has installed at that level. It requires another Repair Action to swap it back out again for the original power.
- **Stealth Component**  
This component grants you +3 to Stealth, but gives a -1 to Influence. This component also negates the Stealth penalty if you have Speed Component.

### Level 7 (chose one of these or from a lower level)

- **Defined Component, One Shot**  
-See the description at Level 3, above.
- **Defined Component, Three Uses**  
-See the description at Level 2, above.
- **Defined Component, Unlimited Uses**  
-See the description at Level 4, above.
- **Mental Resistant Armor**  
Any Toughness bonus from your Armor components may also be used in any defensive roll against mental powers used against you, even if they were not meant to cause damage.
- **Multi-Tasking Repair**  
An armor component can make a Repair Action itself even while you make other actions. It still requires 10 times units and does not use your Perception dice, but allows you full access to the other components and actions.
- **Radar Component**  
This component grants you +2 to Perception. Additionally, it allows you to sense things that are invisible to sight.



### Level 8 (chose one of these or from a lower level)

- **Defined Component, One Shot**  
-See the description at Level 3, above.
- **Defined Component, Three Uses**  
-See the description at Level 2, above.
- **Defined Component, Unlimited Uses**  
-See the description at Level 4, above.
- **Magic Resistant Armor**  
Any Toughness bonus from your Armor components may also be used in any defensive roll against magical powers used against you, even if they are not meant to cause damage.
- **Multiple Suits**  
You have a complete suit of armor at your disposal for each level of Armor. One of these can be in any Vehicle you have access to. The rest are in your lab.

### Level 9 (chose one of these or from a lower level)

- **Defined Component, Three Uses**  
-See the description at Level 2, above.
- **Defined Component, Unlimited Uses**  
-See the description at Level 4, above.
- **Energy Recharge**  
Each 10 points of incoming damage of a certain specified type of energy can repair one damaged component or grant one use to a spent component. This does not reduce the incoming damage, so you might be damaged and repaired at the same time.
- **Hidden Suit**  
Your suit is somehow hidden from normal senses. Whether it is invisible, extremely thin, illusory, or appears instantly on command (or any other explanation) is up to you when you define this power. It means that you can be effectively wearing the armor at all times, eliminating any time required to suit up. If you have any *Quick Change* component, you may choose another component to replace it. Also, if you have *Hidden Component*, you can replace that with another component.

### Level 10 (chose one of these or from a lower level)

- **Defined Component, Unlimited Uses**  
-See the description at Level 4, above.
- **Worn by Others**  
You can allow other characters to wear your Armor, or one of your extra sets of Armor. Unless the wearer also has levels in Armor, he or she can only control components at level 5 or below. You can establish personal control of higher level components if you have *Remote-Controlled Components*. If the wearer has other powers, they may or may not be able to use their powers while wearing your suit - GM's call.