HARDTECH HEROES

BATTLESUITS & CONSTRUCTS

REQUIRES THE MUTANTS & MASTERMIND'S HERO'S HANDBOOK BY GREEN RONIN PUBLISHING FOR USE.

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HARDTECH HEROES

BATTLESUITS & CONSTRUCTS

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Our apologies to the vast majority of people to whom this message does not apply.

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John Faverau for reminding us all how badass powered armor can be.

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High technology is a staple element of comic books. Countless heroes and villains don powered armor and high tech battlesuits to gain superhuman power. Through technology and innovation, otherwise mortal characters can walk among gods. This book is designed to give players and game masters access to several ready made battlesuits, which can be the basis for new heroes or villains. Because of the unique design of these templates, the battlesuits contained within this book may alternatively be applied to existing characters, augmenting those characters abilities.

Each battlesuit in this book contains a listing of Maximum Character Stats at PL10, which breaks down the maximum allowable stats for a character wearing the armor. These stat maximums are based on the rules listed in the M&M rulebook, and are subject to the same rules for stat trade-offs.

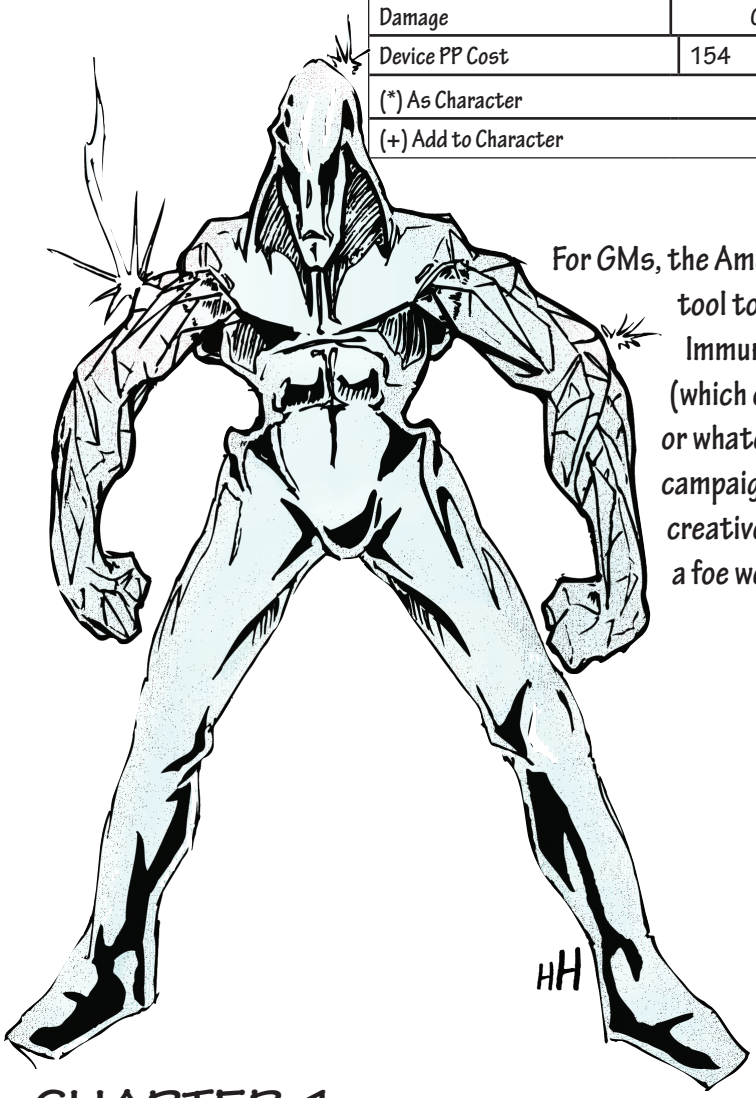
Also contained within this book, you will find statistics for androids and robots. These are built as player characters, with options for purchasing them as minions or sidekicks included as well. These Constructs are included to help round out a high-technology campaign. Whether looking for a robotic butler to serve your battlesuit hero, or simply seeking a Construct player character, the Construct section of this book holds something for you.

Thank you for picking up HARDTECH HEROES.

Amethyst Powerskin

The Amethyst Powerskin is a mystical artifact designed for high-end campaigns in which magic is common. The suit's unique qualities make the wearer nearly impervious to magical attacks, as well as granting the ability to fly and a rather impressive light-based Blast.

Amethyst Powerskin			
Advantages (16 PP)			
Benefit (Status. The bearer of the Amethyst Powerskin is accorded a great deal of respect among mystics), Benefit (Can instantly don Amethyst Powerskin), Diehard, Improved Critical (Blast) x3, Luck x5, Ultimate Effort x4 (Fortitude, Dodge, Toughness, and Will checks), Weapon Break			
Powers (138 PP)			
Blast (Light, Magic, Accurate 2, Homing 2, Penetrating 6)		10	
Flight (Magic)		10	
Dazzle (Magic, Visual)		10	
Illusion (Magic, Visual, Independent)		15	
Immunity (Magic, Life Support)		10	
Protection (Magic, Impervious 11)		11	
Strike (Magic, Penetrating 3)		3	
Complications (-30 PP)			
Removable (-30 points)			
Maximum Pilot Stats at Power Level 10			
Close Attack	17	Dodge	9/0
Ranged Attack	10	Parry	9/0
Damage	0/17	Toughness	9/0
Device PP Cost	154	Actual PP Cost	124
(*) As Character			
(+) Add to Character			

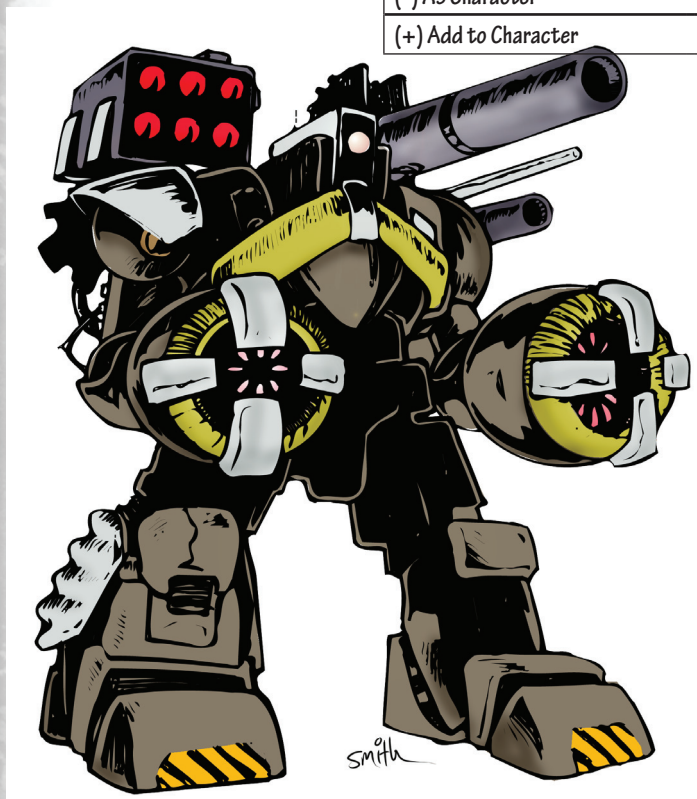


For GMs, the Amethyst Powerskin provides an excellent tool to challenge magic-oriented characters. The Immunity to powers using the Magic descriptor (which can be customized to Mystic, Sorcery, or whatever descriptor is common in a particular campaign) forces sorcerous characters to think creatively and apply strategy and planning to defeat a foe wearing this armor.

Arsenal

The Arsenal Battlesuit is a walking weapons array. Designed with the philosophy that you can never be over-armed for a given situation, this armor boasts plasma cannons, missiles, and state-of-the-art strength enhancement for the wearer. The turbines within the plasma cannon housings can be used to knock foes back via Move Object, giving the wearer room to utilize the suit's versatile and deadly ranged weapons.

Arsenal			
Advantages (6 PP)			
(+) Equipment 6 (Mounted Rocket Launcher, + 10 damage bonus, Explosive, Area extra. Carries 6 rockets)			
Powers (80 PP)			
Blast (Plasma Cannon)		8	
Communication (Selective, Radio)		3	
Immunity (Life Support)		10	
Protection (Impervious 11)		11	
Strike (Penetrating 5)		5	
Power-Lifting		4	
Move Object (only away from)		6	
Complications (-17 PP)			
Removable (-17 points)			
Maximum Pilot Stats at Power Level 10			
Close Attack	15	Dodge	9/0
Ranged Attack	12	Parry	9/0
Damage	0	Toughness	9/0
Device PP Cost	86	Actual PP Cost	69
(*) As Character			
(+) Add to Character			



For GMs, the Arsenal Battlesuit creates an opportunity to inflict severe collateral damage. The weapons built into the armor allow the villain to destroy property and endanger innocent bystanders quite effectively. With eleven ranks of Impervious Protection, any villain using this armor won't be easy to put down.

Beetle

The Beetle Battlesuit is designed for medium level campaigns. While not overtly powerful, the Beetle Battlesuit is extremely versatile. While concentrating a good portion of resources on combat powers such as Impervious Protection and Strike, the Beetle Battlesuit is extremely well equipped with sensors, making it the perfect purchase for an investigative pilot. Though the suit lacks the ability to fly, it compensates with ranks in Movement: Swinging and Movement: Wall Crawling.

For GMs, the Beetle Battlesuit can augment any thinking villain. With the vast amount of sensory data available to the pilot of the Beetle Battlesuit, an antagonist could stand well against heroes who utilize concealment or invisibility powers.

Beetle			
Advantages (2 PP)			
Inventor (the suit contains a database of technical manuals, which allow the wearer to perform repairs, if they have the appropriate skills), Weapon Break			
Powers (			
Communication (Radio, Selective)			3
Immunity (Life Support)			10
Protection (Impervious 14)			15
Strike			6
Movement (Swinging, Wall Crawling: full speed, not vulnerable)			3
Senses (Accurate 4, Acute 2, Extended 1, Radius 2, Blindsight 4, Darkvision 2, Direction Sense 1, Distance Sense 1, Infravision 1, Microscopic Vision 1, Radio 1, Time Sense 1, Tracking 1, X-Ray Vision 4)			26
Power-Lifting			5
Complications (-20 PP)			
Removable (-20 points)			
Maximum Pilot Stats at Power Level 10			
Close Attack	14	Dodge	5/0
Ranged Attack	20	Parry	5/0
Damage	0	Toughness	5/0
Device PP Cost	100	Actual PP Cost	80
(*) As Character			
(+) Add to Character			

Enforcer			
Skills (2 PP)			
(+) Climb			4
Advantages (0 PP)			
None			
Powers (43 PP)			
Communication (Selective, Radio)			4
Protection (Impervious 7)			7
Strike			3
Movement (Wall Crawling: full speed, not vulnerable)			2
Power-Lifting			2
Complications (-9 PP)			
Removable (-9 points)			
Maximum Pilot Stats at Power Level 10			
Close Attack	17	Dodge	13/0
Ranged Attack	20	Parry	13/0
Damage	0	Toughness	13/0
Device PP Cost	45	Actual PP Cost	36
(*) As Character			
(+) Add to Character			

Enforcer

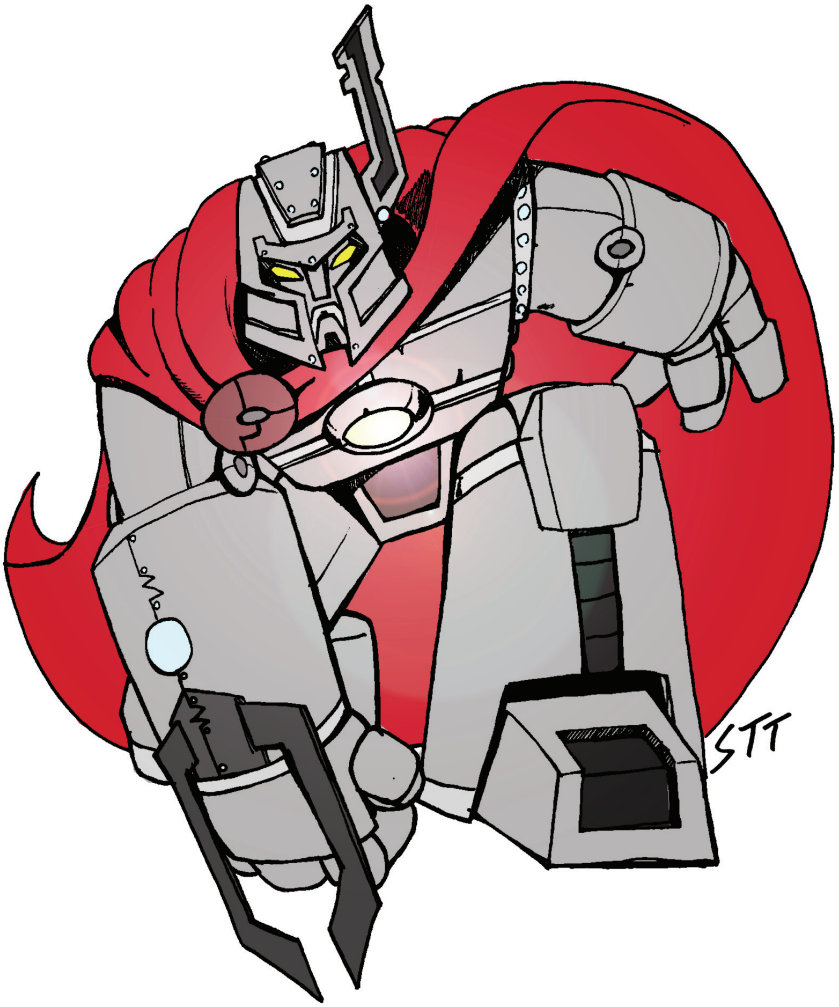
The Enforcer Armor is designed for low-level campaigns. Ideal for street level characters that are seeking a slight technological advantage, this armor offers the wearer Protection and added damage through the Strike power. Movement is also considered, with the armor's ability to adhere to virtually any surface.

For GMs looking to create an army of well-armed thugs with moderate combat capability, the Enforcer Armor could serve their purpose. The low cost of the suit makes it a perfect buy for minions with a technological bent. The comparatively low stats allow the armor to be stacked with other Attack/Defense enhancing abilities as well, allowing the suit to be used as added punch "in case of emergency."

MAGNUS

The Magnetic Amplification Generation and Neutralization Suit (MAGNUS for short) is designed for medium to high level campaigns. With a wide array of powers based on Magnetic Control, this suit of armor is massively powerful. Beyond the massive magnetic capabilities of the armor, the MAGNUS suit is durable enough to withstand small arms fire. The array on Magnetic Control does limit the amount of power that the MAGNUS suit can access at any given moment, but with eighteen ranks to divide throughout the array, the suit allows the wearer a wide range of versatility.

MAGNUS			
Advantages (0 PP)			
None			
Powers (67 PP)			
Immunity (Life Support)			10
Energy Control (Magnetic. Dynamic Alternate Effect (x7) Affliction, Blast, Communication [Selective, Radio], Force Field, Flight, Concealment: Radio, Nullify Electronics)			16
Protection (Impervious 3)			3
Senses (Detect Ferrous Metal, Extended x2, Range)			5
Complications (-13 PP)			
Removable (-13 points)			
Maximum Pilot Stats at Power Level 10			
Close Attack	20	Dodge	1/0
Ranged Attack	4	Parry	1/0
Damage	0	Toughness	1/0
Device PP Cost	67	Actual PP Cost	54
(*) As Character			
(+) Add to Character			



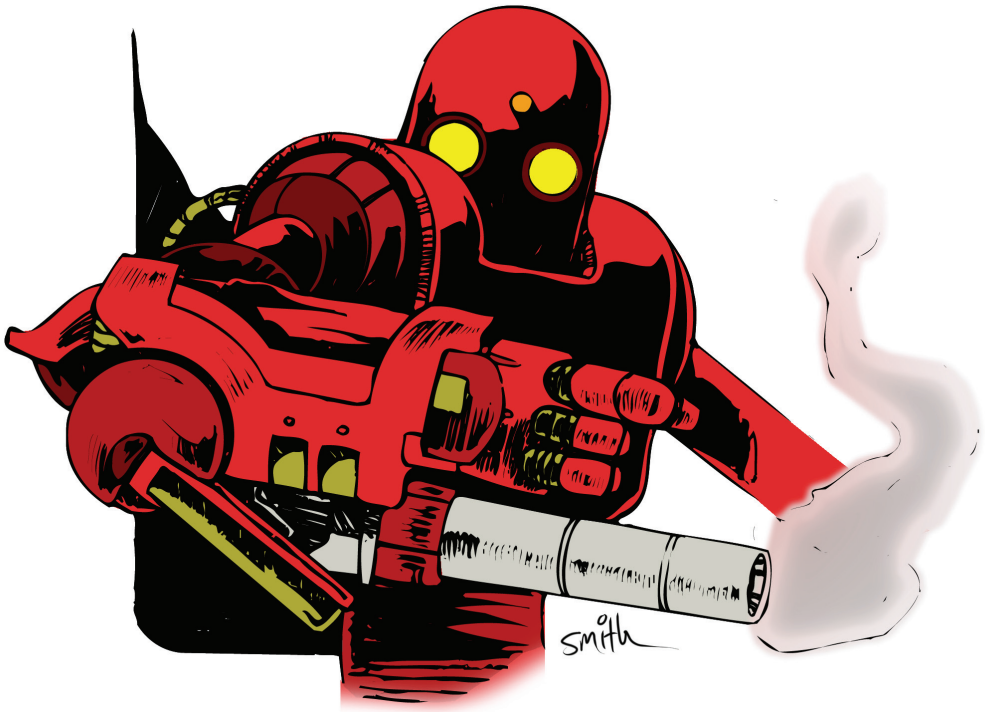
For GMs the MAGNUS suit offers a powerful nemesis for any PC party. When placed against lower level characters, the MAGNUS can be a terrible foe, challenging entire groups of PCs. In higher-level campaigns, the MAGNUS armor is perfect for a megalomaniacal enemy. Crafty GMs could utilize the MAGNUS armor as a looming threat or an object of pursuit as heroes and villains race to acquire the armor or plans to build the armor.

Shellhead

The Shellhead Battlesuit is designed for low to standard-level campaigns. While the Shellhead Battlesuit itself does not wield a great deal of power, it makes up for this with versatility. If given to a character built to augment the suit's strengths, the Shellhead Battlesuit holds the potential to be an extremely effective crime-fighting tool. With Blast and Penetrating Strike, the suit offers ranged capability while augmenting the damage a character can deal in close combat.

Shellhead			
Advantages (0 PP)			
None			
Powers (70)			
Blast (Fire)			4
Communication (Selective, Radio)			4
Flight			5
Immunity (Fire Descriptor)			5
Protection (Impervious)			5
Strike (Penetrating 4)			4
Senses (Infravision, Radio, Time Sense)			3
Power-Lifting			2
Complications (-14 PP)			
Removable (-14 points)			
Maximum Pilot Stats at Power Level 10			
Close Attack	16	Dodge	15/0
Ranged Attack	16	Parry	15/0
Damage	0	Toughness	15/0
Device PP Cost	70	Actual PP Cost	56
(*) As Character			
(+) Add to Character			

For GMs, the Shellhead Battlesuit offers the perfect opportunity to create a pyromaniac threat. Able to start blazes while remaining immune to the effects of fire, the Shellhead Battlesuit could easily be the homemade construction of a mechanically inclined firebug. Alternatively, the suit could be created for altruistic purposes such as firefighting and rescue work, but fall into the wrong hands, giving the characters additional incentive to stop the villain by way of tracking the suit down to return it to its proper, more heroic, owners.

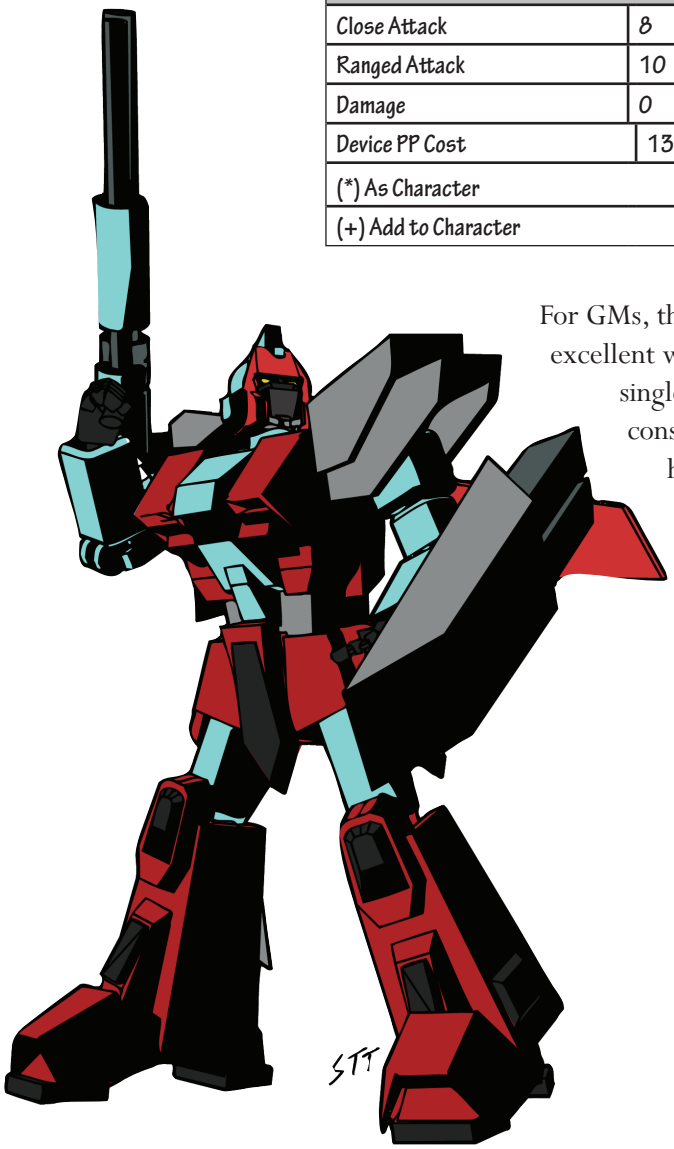


Starfighter

The Starfighter Battlesuit is designed for high-level space faring campaigns. With Space Travel, Life Support, and several ranks of Impervious Protection, this armor is well suited to deal with the rigors of deep space. Advanced sensors allow the suit to search the infrared spectrum of light, navigate nearly flawlessly, and search for radio signals. The Starfighter Battlesuit can sustain a pilot over long periods of time and thus facilitate interstellar travel.

Starfighter	
Advantages (5 PP)	
(+) Ranged Attack 1 (Targeting system)	
(+) Equipment 4 (Energy Rifle, + 9)	
Powers (120 PP)	
Communication (Area, Selective, Radio)	5
Flight	10
Immunity (Life Support)	10
Concealment (Area, Radio, Visual)	5
Protection (Extra: Impervious)	15
Space Travel	3
Strike	12
Senses: (Direction Sense, Distance Sense, Infravision, Radio, Time Sense)	5
Powerlifting	10
Complications (-27 PP)	
Removable (-27 points)	

Maximum Pilot Stats at Power Level 10			
Close Attack	8	Dodge	5/0
Ranged Attack	10	Parry	5/0
Damage	0	Toughness	5/0
Device PP Cost	137	Actual PP Cost	110
(*) As Character			
(+) Add to Character			



For GMs, the Starfighter Battlesuit can provide an excellent weapon to arm extraterrestrial enemies. A single alien invader using such weaponry could constitute quite a threat for average power level heroes. An entire army of aliens with such gear could make a nearly unstoppable invasion fleet.

Constructs.

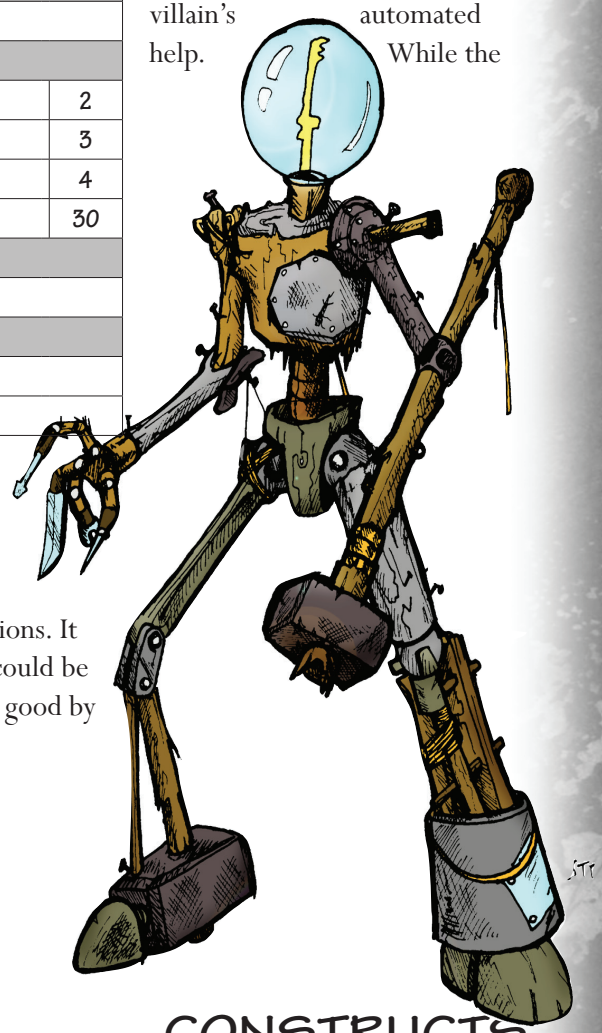
Androids, robots, and artificial intelligences are a staple of high-technology comics and fiction. In keeping with the high-tech theme of this sourcebook, we have included two Constructs to add to your campaigns. These Construct descriptions include game statistics and story ideas for both players and GMs. Each construct also includes a precalculated cost for purchasing it as a Minion or Sidekick.

Indispensable Assistant (PP Total: 90)							
Gender	n/a	Height	5 ft.	Identity			
Age	new	Weight	250 lbs.	Base of Operations			
PL	6	Eyes	none	Group Affiliation			
Abilities (56 PP)							
STR	-3	AGI	1	FIG	-2	AWE	5
STA	-	DEX	0	INT	5	PRE	-3
Offense (0 PP)							
				Initiative	0		
Defense (0 PP)							
Toughness (STA)		2		**Dodge** (AGL)		1	
Fortitude (STA)		-		**Parry** (FGT)		-2	
Will (AWE)				5			
Skills (9 PP)							
Expertise (Science)							6
Investigation							2
Perception							4
Technology							6
Advantages (1 PP)							
Inventor							
Powers & Devices (54 PP)							
Protection (Impervious 2)							2
Strike							3
Communication (Rapid, Internet)							4
Immunity: Fortitude Effects							30
Complications (30 PP)							
Nonability: Stamina, Intellect, Presence (30 Points)							
Equipment, Vehicles & Headquarters							
None							
Minion Ranks: 6				Sidekick Ranks: 18			

Indispensable Assistant

The Indispensable Assistant is created as a Minion or Sidekick for use with technologically oriented PC's. With high ranks in Expertise and Technology skills, the Indispensable Assistant makes the perfect lab aid for the enterprising inventor. For characters that pilot a battlesuit, but lack the technical knowledge for repairs and upkeep, this simple robot can be an invaluable ally, at a very low cost.

For GMs the Indispensable Assistant can create several pitfalls. Should the heroes attack a tech-wielding villain, they could easily run afoul of said villain's automated help. While the Indispensable Assistant is not geared toward direct conflict, the skills available to the robot make it a credible threat. As a Construct with a Presence score, the Indispensable Assistant has a very complex A.I. program, granting it a personality and emotions. It is possible that the Indispensable Assistant in service to a villain could be made to see the error of its ways, and be recruited to the side of good by persuasive players.



Synthetic Servant (PP Total 165)							
Gender	n/a	Height	6'	Identity			
Age	New	Weight	300 lbs.	Base of Operations			
PL	11	Eyes	Blue Orbs	Group Affiliation			
Abilities (58 PP)							
STR	0	AGI	0	FIG	-2	AWE	3
STA	-	DEX	-1	INT	1	PRE	3
Offense (0 PP)							
				Initiative	3		
Defense (22 PP)							
Toughness (STA)		0 (7)		**Dodge** (AGL)		8	
Fortitude (STA)		0		**Parry** (FGT)		8	
Will (AWE)				9			
Skills (21 PP)							
Deception							2 (5)
Expertise (Science)							10 (11)
Insight							2 (5)
Investigation							4 (5)
Perception							2 (5)
Persuasion							2 (5)
Sleight of Hand							2 (1)
Stealth							2 (2)
Technology							8 (9)
Treatment							4 (5)
Vehicles							4 (3)
Advantages (3 PP)							
Fearless, Improved Initiative, Jack-of-All-Trades							
Powers & Devices (91 PP)							
Communication (Selective, Radio),							4
Comprehend (Languages 2, Machines 2)							4
Force Field (Impervious 7)							7
Shapeshift (Limited: Machines Only)							7
Immunity: Fortitude Effects							30
Complications (30 PP)							
Nonability: Stamina, Strength, Agility (30 points)							
Equipment, Vehicles & Headquarters							
None							
Minion Ranks: 11				Sidekick Ranks: 33			

Synthetic Servant

The Synthetic Servant is the ultimate butler/housekeeper/sidekick for any group of heroes. With advantages like Jack-of-All-Trades and an array of skills, the Synthetic Servant can anticipate its master's needs and help in planning for virtually any scenario. The Synthetic Servant's ability to mimic nearly any machine also makes this android a very useful ally when the party needs mechanical aid.

For GMs the Synthetic Servant can become a PC party's worst nightmare. In diabolical hands, the sheer versatility of the android can make it a worthy challenge for characters, even those of superior power. As the right hand of a more powerful villain, the Synthetic Servant can be truly terrifying, sort of a Swiss Army knife of evil assistance.

Synthoid

The Synthoid is a complex artificial being designed with the capability to absorb and redirect energy. The Synthoid's advanced design makes it nearly impervious to harm. As the Synthoid absorbs energy it becomes more powerful, making attempts to attack it not only futile, but also foolish as most attacks simply fuel the construct. The Synthoid has a rudimentary A.I. but is programmed with advanced technological knowledge. This knowledge is complimented by the Synthoid's ability to interface and communicate with computers.

For GMs the Synthoid can be a true technological terror. GMs can play the Synthoid as a cold killing machine. Armed with intelligence, but lacking in morality, the Synthoid can be an emotionless enemy with no regard for its victims. As an alternative, the Synthoid can be played as the misunderstood monster. Being fully equipped with emotions and human thought, the creature's appearance or actions could be misunderstood by the public, and even the heroes, causing society to shun the creature. This may lead to altercations with the PCs as citizens mistake the Synthoid for an evil creature.

Synthoid (PP Total: 180)							
Gender	N/A	Height	6'	Identity			
Age	New	Weight	400 lbs.	Base of Operations			
PL	12	Eyes	Red	Group Affiliation			
Abilities (98 PP)							
STR	12	AGI	5	FIG	5	AWE	3
STA	(*)	DEX	5	INT	-4	PRE	-4
Offense (0 PP)							
Punch			5	*Initiative*	17		
Blast			5				
Defense (20 PP)							
Toughness (STA)		-		**Dodge** (AGL)	10		
Fortitude (STA)		-		**Parry** (FGT)	10		
Will (AWE)				13			
Skills (7 PP)							
Perception							6 (9)
Stealth							2 (7)
Technology							6 (2)
Advantages (5 PP)							
Fearless, Precise Attack, Improved Initiative x3,							
Powers & Devices (80 PP)							
Blast (Energy Absorption: Electricity, Light, Cosmic)							15
Comprehend (Languages 2, Machines 2)							4
Protection (Impervious 14)							14
Strike (Energy Absorption: Kinetic, Penetrating 7)							7
Complications (30 PP)							
Nonabilities (Stamina, Intellect, Presence) 30							
Equipment, Vehicles & Headquarters							
None							
Minion Ranks: 12				Sidekick Ranks: 36			

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