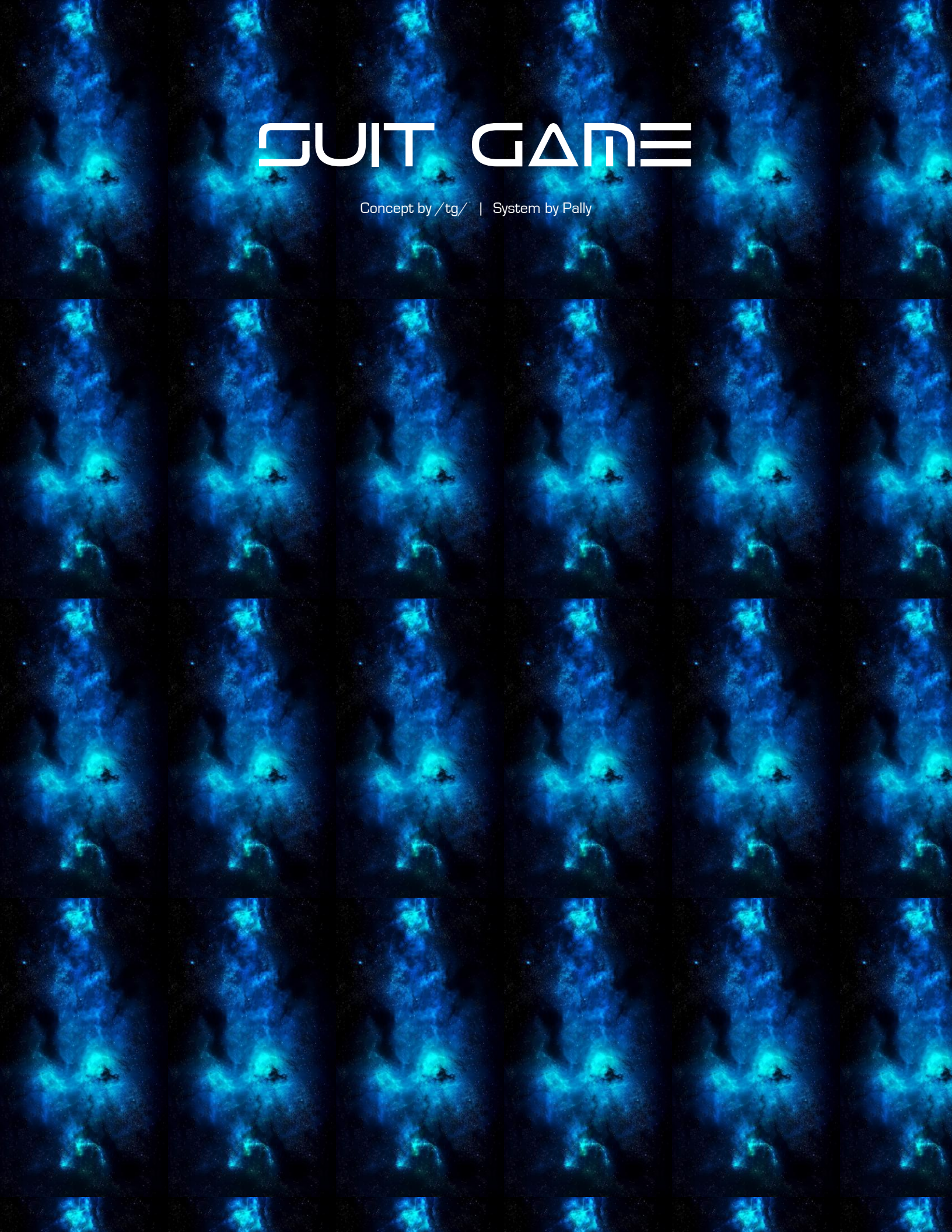


SUIT GAME

Concept by /tg/ | System by Pally



Introduction

It's late at night and you cannot sleep. Instead, you are spending time on your computer. Dreading the clock turning over another hour closer to your early morning start, you hear the sound of a large impact in the street in front of your building. Hurrying to your window, you see an impact crater a full half the width of the road. Dust obscures your vision, and you hastily through on a jacket and rush outside to get a better look at what it was that landed on your street. What awaits you is not something you where prepared for. Sleek, polished metal of a style you had only thought to see in science fiction games gleams from the center of the blast zone. It seems to shift colors as you move closer to it, moving through spectrums of blue and purple in strange ways. It stands almost two or three feet taller than you, and is shaped somewhat like a giant banana. If banana's look liked the future. Stepping into the crater, you are captivated by it. Almost oblivious to the fantastical implications of the mysterious object, you timidly run your hand along the opaque shifting surface.

Immediately the thing reacts, and a blue holographic light surrounds you. "Sentient entity accepted. Beginning indoctrination." With a flash of previously hidden mechanisms beyond your understanding the perfect shell opens to reveal a small QWERTY keypad. Holographic displays begin to circle you, and you catch images of armored titans firing a diverse array of devastating weapons. A main display arrays itself before you, as the street darkens and fades and you find yourself in a world of nothing but you and the machine.

"Confirm selection?" queries a robotic female voice.

A simple yes and no button interface appears on the main display. You hesitate, wondering how your life will change if you accept.

"Do I have a choice?" you ask the machine.

"This machine will await user input. Time will not resume for the user until this Sentient Independence Unit achieves its goal. Your cooperation is appreciated."

Shrugging your shoulders, you seal your fate and press the yes button, surprised by the tactile sensation the hologram provides. You have a distinct sense of dread as the machine speaks to you again:

"Welcome to the S.I.P., new user. Please select preferences."

Character Creation – Suit Game assumes you are familiar with basic role playing principals. Good role playing characters should have histories, personalities and preferences that are acted upon by the player role-playing. However, the unique nature of suit game allows for natural self-insertion. For your first game of Suit Game, don't be afraid to try roleplaying as yourself in these situations, down to your name and physical appearance. The world of Suit Game takes place in 2014 Earth, along with all its brands, culture and technology. For increased immersion, try

running through suit creation the first time without reading the game mechanics, picking traits and weapons that appeal to you before their effectiveness in the system. Do you want to be a human tank and fight for whatever goals you may have after you get your suit? Or do you simply want to survive above all else, specing for efficiency and the ability to avoid fights altogether. Consider your characters thought process while building their suit as you spend your points.

Weapons ↓	Light	Medium	Heavy	Super Heavy	Quantum Stable
Light	100%	0%	0%	0%	0%
Medium	100%	75%	50%	25%	0%
Heavy	100%	100%	75%	50%	0%
Super Heavy	150%	100%	100%	75%	50%
A.D.W.	100%	100%	100%	100%	100%

Effectiveness of damage types against armor types. 0% damage modifiers cannot be increased in any way.

Suit Creation

Start with 250 points and purchase perks until you have spent as many points as you are able. You may only spend these points during suit creation, and spending as many points as possible is recommended. You must select at least one perk from each category. Zero-cost perks are never affected by cost-modifiers.

Suit Type

Light – Light suits are the fastest and most versatile, being the most susceptible to direct attacks but having the most efficient energy expenditure. Because Light suits do not focus a substantial percentage of their energy budget on maintaining active defenses and instead rely on pure material sturdiness they have the ability to invest more heavily in specialized utilities.

Point Cost: 0, Armor Type: Light, Weapon Slots: 3, Durability x

Medium – Medium armor suits are generalists. Functioning as powerful front line fighters mobile enough to support their team, medium suits are capable in almost any situation. While not as durable as Heavy suits, they have the capability to sustain hits from almost any conventional battlefield weapon of the 21st century and keep fighting. Short of armor piercing tank shells, Medium suit users can engage reasonably safely any modern military force and win.

Point Cost: 25, Armor Type: Medium, Weapon Slots: 3, Damage Reduction 4, Durability x

Heavy – Heavy suits are the final word in armored future warfare. Sporting unimaginable durability, heavy suits are fitted with the most powerful energy technologies available to the S.I.P. suits, with a full 97% of that power contributing to reactive, pseudo-inert armor system. While a direct hit from an Atomic Bomb is still the end word in destructive potential on Earth, anything less is far from a sure kill. With temperature resistances in the tens of thousands, those seeking to engage a Heavy suit user should come equipped with the best weapons available. On earth, and elsewhere.

Point Cost: 40, Armor Type: Heavy, Weapon Slots: 5, Damage Reduction 8, Durability x

Suit Modifiers

Mechanical – Mechanical suits are the standard suit recommended by the S.I.P. suit assistant. They are removable, highly configurable and require little training to use. Interfaces and loadout may vary, but this is the most common suit concept in use throughout the galaxy.

Point Cost: 0, No other modifiers.

Biological – Inspired by the powerful efficiency of the insect kingdom (and its analogues on other worlds) the Biological suit adapts the users body chemistry and design entirely to its designated purpose. Deadly and point efficient, the drawbacks of the Biological suit are its irreversible effects and a permanent dependency on the suit for life. The two are one and the same, and while abandoning the need to perform the majority of most bodily actions considered essential by humans in the pursuit of one's goals is impressive, it is unlikely any civilian encountered will be so quick to accept your new appearance and demeanor. Compatible with any organism using a CNS based biology.

Point Cost: 70, Cannot speak unless otherwise specified, all HUD perks free, Sustainable 3, Incompatible with

Ghost – Ghosts are energy beings created a process by which a biological creature is converted into data and then given an electric form. This form is literal conscious energy, and the ability for energy to be self-arranging is perhaps one of the most incomprehensible capabilities the S.I.P. suits possess. Completely unable to interact with the environment in a meaningful way without the use of specialized technology that only a unique suit can provide, Ghosts can go anywhere and do anything and no one can stop them. They are effectively immortal, and only partially affected by gravity and force. Though easily dispersed by a wide array of energy and heat weapons when exposed, the self-arranging particles automatically reform the Ghost through a seemingly impossible process in just a few hours, suit not included. Ghosts are also heavily repelled by strong magnetic fields, the stronger the field the heavier the resistance. Ghosts do not need to outside energy to sustain themselves in any way.

Point Cost: 150, Sustainable 5, Structural Knowledge 2, Ghost Regeneration,

Specializations

Suit specializations are described by the S.I.P. suit assistant as a group of technologies non compatible with each other that enable increased efficiency of other modules. Only one can be selected, and they have a profound effect on a suit's functionality.

Commander – Command suits are configured to easily organize and coordinate a group of other suits. Teamwork is essential to how they perform, and only they can render a team able to communicate in a completely undetectable manner.

Dark Communication – All forms of data transfer (Voice, Text, Video etc.) are completely untraceable between the Commander and friendly suits.

Commanders can also add suits to their communication networks, allowing them to communicate at any distance in a completely untraceable manner. They also can function as hosts for two suits without communication abilities to communicate with each other. To set up a connection with another suit, contact is required as well as consent from both parties.

Engineer – Engineering Suits are vital to the success of large groups of suits coordinating with each other. They are able to repair any amount of damage to themselves or other suits given a few hours as well as provide in combat support.

Repair Capability – Engineers can repair a suit from any damage as long as the outer mesh is intact. The process is automated, handled by the S.I.P. suit assistant, but still requires several hour depending on damage to reconstruct suit systems.

Supercharge – Engineers can supercharge a friendly suit, rendering both the Engineer and friendly affected suit vulnerable to damage as if they where Super-Heavy. This lasts one combat round, and can be activated in response to a damaging effect as long as the engineer is within 5 feet of the target. Recharges over 10 combat rounds.

Assailant – Assailant class suits are combat specialized fighters, able to fire weapons to increased effect through the use of their acceleration fields and take damage through a regenerating combat shield. Prioritizing a “strike first” mentality, an Assailant that gets the first shot off in a firefight often gets the last.

Acceleration Shield – Powerful not just because of its ability to accelerate outgoing projectiles, it also has the ability to decelerate incoming fire. All velocity based damage is decreased by 25%. If the Assailant has not taken damage yet this combat round, outgoing damage is increased by 25%.

Additional Weapon Slots – The Assailant gains an additional two weapon slots.

Stealth Theory Focus Unit – STFU suits are clandestine behind-enemy-lines operators. STFU suits, colloquially called “Shut-the-fuck-up” suits, are the final word in detectability. The weaknesses of visual concealment are not inherent in STFU suits, as they exert literally no effect on their environment. They do not leave footprints. They do not make sounds. They are not visible. They do not emit heat. Only highly specialized equipment designed with an understanding of Stealth Theory can attempt to detect them, and even then the fluctuations that a stealthed suit give off when affected by these technologies are only effective at extremely short ranges. All weapons affect stealthed units at full effect, regardless of Armor Type or Damage Reduction. However, a stealthed unit will always have the option to deactivate stealth in response to incoming damage.

True Concealment – An STFU suit can enter stealth as a full action. They are untargetable and undetectable by any means unless ending a combat round within 10 feet of another suit. Friendly or enemy, the suit will then be automatically tracked by suit systems and for all combat purposes is visible. A stealthed STFU must move 25 feet away from a unit that has detected it to be considered undetectable again. Stealthed STFU suits take full damage from all sources ignoring Armor Type and Damage Reduction. True Concealment can be deactivated at any time in response to damage. The ability cannot be deactivated in response to damage from a stealthed source. Attacking deactivates stealth.

Charged Weapon – A stealthed STFU can make an attack from stealth that ignores damage reduction but not armor type. This attack then deals additional 2x damage. This overcharges the suits ability to activate stealth, and it cannot be activated again for 10 combat rounds.

Vancegaurd – A Vanguard is a powerful supportive combatant that enhances his allies and his own mobility on the battlefield. Equipped with an extremely effective teleportation ability, a Vanguard suit can explode into the middle of enemy ranks and cause mayhem with a teammate. Close range weapons are most effective with or on the Vanguard. The actual act of teleporting creates a powerful shockwave that deafens unprotected nearby targets due to the suit's safety measure of literally exploding the air out of the space soon to be occupied by the teleporting suits.

Teleport – Vanguards can teleport up to one mile away but the suit must be able to detect the arrival point. Line of sight, realtime satellite footage or Commander communication are effective ways to pinpoint a teleport location. The target location must be unoccupied by solid or liquid. This ability's range is reduced to 30 feet in rain or other conditions that fill the air with nongaseous matter. On arriving at location automatically make an undodgeable Light attack on all targets in 10 feet for 1d6 damage. Targets with Light or no armor are stunned and can take no action for the remainder of the combat round. 3 rounds to recharge.

Dual Teleport – Same as teleport, except that the Vanguard can teleport a willing target within 5 feet to a suitable location within 5 feet of his target. 10 rounds to recharge. Disables teleport while on cooldown.

Really Fast Dude – The RFD is less suit and more Jet Plane, able to perform at ridiculously fast speeds. If you hear of a suit circumnavigating the globe in less than half an hour, it was certainly a RFD. Speed and its strength for this suit, and it pairs well with long range weapons and mobility perks.

Enhanced Speed – Treat speed level as being +2 the purchased amount. Cannot exceed level cap.

Infallible Reflexes – Can never be caught off guard. Immune to bonus damage resulting from attacks from stealth.

Ultimate Acrobatics - Anytime damage taken could be avoided by being 25ft in a direction, a RFD may move up to 25ft as a free action. 4 rounds to recharge.

No Specialization – Taking no specialization nets you an additional 25 points towards suit creation.

Statistics

Speed -

Strength -

Damage Reduction -

Durability -

Initiative -

Improved Armor Type -

Sustainability -