

SCREAMSHEET

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Exoskeletons, the Cyberpsychosis alternative

The battlefield of today is quite different from some years ago. And a lot more expensive. With corporate PA on one side and full crazy borgs on the other, you may wonder "how the hell am I going to survive this without selling my organs?"

"Brute force and speed at a fraction of the cost ..."

- Militech ad

Well, the answer is exoskeletons. And we're not talking about medical ones for paraplegic patients or crippled war veterans.

For some time now, corporations have found that it is cheaper to equip a full squad of soldiers with exoskeletons than to buy just one powered armor.

And not only white collars think that way, exoskeletons are quickly finding it's home in every side of the street battleground.

What do you need?

You will need a [Neural Processor], [Interface plugs] and a [Vehicle Link].

Moving in an exoskeleton is not the same as moving a 5 ton giant tinsuit, so you won't need to learn how to pilot a PA.

What will I gain?

Your strength will improve, that's a given. And depending on the suit, you will also gain a boost in movement and reflexes.

The most important benefit of increased strength isn't the C&C combat (don't bring a knife to a gun fight). It means you can carry a larger loadout and also fire bigger guns.

The ones that turn people into confetti.

What disadvantages do I have?

Well, for starters. You may carry an ACPA weapon, but you're not one. Big guns will turn you into a crimson pulp.

Even more, if your suit gets damaged in a fight and ceases to function, it will severely impede your actions.

It can get worse if the central unit in the back gets damaged. The lightest frame weights more than 100kg.

You don't want that dead weight on you.

Enough talk! Lets see the options!

SRC Hyperman

Price: 2200 ed

This is the cheapest suit you can find in the market. Refurbished soviet tech from Super Robot Corporation.

This is a Sigma-based frame coupled with a basic (aka obsolete) reflex/control system.

STR: 12	SDP: 14
REF: -2	MOV: +1
Lift: 600 kg	Carry: 180 kg
Weight: 187 kg	

Damaging the Exoskeleton

In a fight, 20% of shots will hit the exoskeleton (1 and 2 in a d10).

After a suit location has taken more than 50% of his SDP, there's a 40% chance of malfunction, increased by a 10% for every hit it takes after that.

If the torso area gets broken, the whole suit shuts down.

The user needs three rounds to liberate each location of his body from the suit. Battling against the dead weight of the suit calls for Strength feat skill checks.

About movement

Remember what we said about not needing "Pilot PA" skill? It was a lie ... well, sort of ...

If you are running around and doing sharp turns and whatnot, you will have to roll to avoid ramming the walls. You can try with Athletics at half the level tho.

Arasaka ExS Yojimbo

Price: 4000 ed

Arasaka entry model into the market is based on a licensed Sigma linear frame that uses standard military grade control systems.

STR: 12	SDP: 12
REF: +0	MOV: +1
Lift: 600	Carry: 180
Weight: 125 kg	

Militech SE-1014

Price: 11000ed

The SE-1014 is a clear improvement over its rivals. It's based on an Omega linear frame and a Low Boost reflex system that let's the user use martial arts with it. Pretty crazy.

STR : 16	SDP: 16
REF: +1	MOV: +2
Lift: 800 kg	Carry: 240 kg
Weight: 150 kg	

