

RELIC FILES

Lily crossed the arena. She coughed a little as she ran in her Manticore power armor. The oily smoke choking the battlefield was thick, even with the armor's air purifiers at full strength. She scanned the field. She could pick out a number of pitcrew techs hovering at the arena's edge on the other side of the fires but still no sign of the three riders. Where were her opponents? The clock on her HUD ticked past 3:04. Just over three minutes of hide and seek BS. If these bastards could hold out for another ... forty-nine seconds now, she'd lose the bet she'd placed on this match. Where were these jerks?

The roar of engines answered her question as three motorcycles rocketed past from behind. Suddenly, a light on her HUD started blinking and an alarm sounded: Tear gas, really? Damn amateurs. Without hesitation Lily flipped a switch inside her gauntlet controls. The cool hiss of stale, canned oxygen filled the armor with foul, but breathable air. Morons, she thought, as she watched the three armored cyclists hook the ludicrous dirt bikes around to face her.

Lily shifted her stance and adjusted her grip on the oversized bastard sword she carried. Blinking out a set of commands, she set the targeting reticle over the lead rider's bike. Again the cycles roared toward her in a tight formation. Lily needed them closer but she dare not give them too long lest they split up to flank her. So she only gave the riders the barest head start before firing the non-standard plasma thrower mounted to her armor over her left shoulder. The heavy weapon flared and the lead rider was thrown free of the debris cloud that moments before had been his bike.

The rider to the leader's left veered away, engine screeching as he struggled to keep his balance. The rider on the right did not fare as well, the flipping front tire of his partner's bike clipped him in the head sending him sprawling into the dirt, his own bike sliding away out of control.

For the moment Lily ignored the downed rider and, with a short run, leapt toward his remaining teammate, sword flashing. He clearly hadn't expected a half-ton of metal armor to be quite so agile even though she landed like a drunken bull. Her sword caught the rider in the shoulder and sheered down easily into his chest. She winced with a momentary flash of pity, she hadn't meant to kill him; maim him, sure, but not necessarily kill him. Oh well, she thought, they should have known the

dangers of arena fighting before challenging the current champion.

A hollow whoosh and sudden explosion from behind rocked her forward interrupting her thoughts.

"The hell?" she exclaimed as a second whoosh sounded the approach of another grenade. Lily spun around in a lumbering roll to avoid the worst of the blast as a second explosion tore into her armor. Lily smelled blood a moment before a burning pain seared across her back and, for a moment, her vision dimmed.

"Aw, HELL, no!" she grunted through clenched teeth. Lily set her sights on the lightly armored asshole standing in the open with the grenade launcher, and fired. He fell writhing in a flash of plasma. Lily stopped her timer 3:24. Amateur hour.

TAMAR'S CORNER

From warzone to arena — we're the net's best source of news and reviews of military hardware.

A-OSM MODEL XI MANTICORE

A review by T. A. Marten, ret'd.

3 ½ STARS (OUT OF 5)

Impressive Strength and Speed, Fair Armor Rating, Underwhelming Stock Weapons Configuration

Argus-Oracular Systems and Manufacturing is one of the top producers of hardware and software for the intelligence community. But, as conflicts around the world heat up, A-OSM is branching out into military hardware with mixed results.

The Model XI power armor, also known as the Manticore, resembles a full suit of medieval, plate armor, but far larger. It consists of a lightweight titanium chassis covered in armored plates. A torso cockpit houses the operator, who controls the armor through a combination of ordinary movements and keypad controls. A Heads-up Display (HUD) offers data on an array of topics including targeting, damage, and environmental conditions. The entire suit is environmentally sealed and can be switched from filtered, outside air to a one-hour onboard reserve of breathable air.

MANTICORE POWER ARMOR

The Manticore takes a hit reasonably well and its massive size is certainly intimidating, but other suits of power-armor are large like this and have better armor ratings. So what makes the Model XI stand out? Simply put - its speed and strength.

NO MORE "LETHAL LAG"

Control Lag, also known as "lethal lag" among the armored infantry, is the hesitation between an operator initiating any sort of movement, and the armor responding. While the actual lag is relatively minor, it is noticeable under fire, especially in the larger C-Class models, such as the Manticore, in which the lag tends to be more pronounced. A-OSM has an ingenious solution to the lag problem: The Delphi System™.

The Delphi System™ is a synaptic rig of electrodes similar to those used for EKGs. These electrodes are attached to the operator's head and body, and monitor brain patterns and electrical impulses throughout the user's nervous system. The data is analyzed by the armor's control computer and it anticipates the operator's manual commands. A-OSM calls this "predictive pilot assist." This means the Manticore reacts faster and more naturally than even some of the smaller suits of power armor.

A POWERHOUSE!

The Manticore uses a combination of servo motors and proprietary polymer muscle structures to give it an awesome amount of brute power. Manticore armor can lift in excess of two short tons overhead and can tow up to 20 short tons. Compare that to the Megalodon from Military Concept Engineering, which can lift only one ton overhead and has a towing capacity of 14 tons.

Let me also take a moment here to talk about storage capacity. Since conventional equipment packs would be worse than useless to a soldier operating this armor, it is vital that there be sufficient storage for survival necessities. A large compartment on the back of the armor can hold approximately 2 cubic feet of gear, while compartments on the legs can each hold just under a cubic foot of equipment. The armor also features a series of smaller compartments on the waist and forearms which can accommodate a range of smaller items.

LIMITED ARMOR

The A-OSM engineers used a composite armor made from titanium, Kevlar, and ceramics to provide lightweight, but durable protection. The emphasis, however, was on reduced weight over direct protection. The result is, this armor has nearly 20% less stopping power than top rated competitor's model. That is a shocking difference.

The Manticore also features an active Missile Countermeasure Device (MCD) that can impede the function of guidance systems of some semi-active control line-of-sight (SACLOS) wire- and radio-guided anti-tank missiles. The MCD and maneuverability of the armor mitigates some of my concerns but not completely.

**PRO-TIP:
DON'T
LET THE
MARKETING
GUYS
DICTATE
YOUR
ARSENAL.**

ARMED WITH WHAT?!

The Hornet is a substandard anti-personnel weapon. Although flechette rounds will shred an unarmored or lightly armored enemy, they lack the stopping power of most other firearms. So for little more reason than aesthetics and verisimilitude the Manticore "throws spikes."

Lily Compton, three-time Arena Warfighter Champion, recently began fighting in modified Manticore armor. The most obvious change she made from the stock armor was shedding the nearly useless Hornet for a Lyon-Jennings plasma thrower.

The modified plasma thrower actually weighs less than the fully loaded Hornet and since both weapons are Lyon-Jennings, very little had to be changed to accommodate the improved weapon. From the weapon dock to the fire controls, everything was a nearly perfect match making this one of the easiest mods to apply.

So in summary, the Manticore is impressively agile and strong, which in part makes up for armor that is markedly inferior to similar competitor's armor, but fails to compensate at all for the choice in on board weapon systems. 3 ½ stars out of 5.

T. A. Marten is a retired mechanical engineer and, over his long career, has been an expert consultant for The Pentagon and several multinational corporations. He now offers his expertise online as a public service.

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STATISTICS

MODEL XI MANTICORE STOCK

The Model XI Manticore is a mechanized suit of infantry power armor, sized for a medium creature, that effectively increases the size of the wearer to Large. The heavy-duty design of the armor also offers the wearer DR 12/ adamantine while the armor's MCD grants a +1 AC bonus against guided missiles. Environmental controls and insulation offer the wearer the same effect as an *endure elements* spell, while the wearer also gains a +6 to saving throws against airborne effects (for example poison or stench) due to the armor's air filtration systems. As a swift or immediate action, the wearer may switch from filtered air to the one hour air reserve which grants the wearer immunity to airborne effects outside the armor.

Hydraulics and polymer muscle structures augment the wearer's natural strength. For most purposes, the wearer gains +8 Strength, although for tasks involving lifting and carrying capacity, the armor has an effective Strength of 30. Unfortunately, this class of power armor is slow to respond, and the wearer suffers a -2 penalty to Dexterity while in the armor.

Every stock Manticore is fitted with a shoulder mounted large flechette rifle ("Hornet") that integrates with the HUD's targeting system giving the wearer a +1 equipment bonus to hit and damage,

MANTICORE CONSTRUCTION

Craft	DC 30	Cost	148,500 gp
Craft Technological Arms and Armor, military lab			

RIFLE CONSTRUCTION

Craft	DC 22	Cost	4,500 gp
Craft Technological Arms and Armor, military lab			

when attacking with the integrated Hornet flechette rifle. Other HUD readings offer the wearer both low light and darkvision 60', and a -25% to the miss chance (min 0%) associated with occluded sight from effects such as fog.

A flechette rifle is a wide barrel firearm that fires a cluster of finned and razor-edged darts in a thirty foot cone. A target injured by a flechette round continues to bleed from the injury, suffering one point of bleed damage each round. This functions the same as the magical weapon quality *wounding*. Flechette rounds resemble shotgun shells and, in fact, special flechette rounds may be purchased for shoutguns, changing the damage dealt to 1d4 P/S. It also gains the *wounding* quality, and critical damage to match a standard flechette rifle. A shotgun loaded with flechette rounds also loses the *touch* quality.

Like other dart weapons, poison may be applied to flechette rounds, however preparing poison rounds must be done when the round is manufactured.

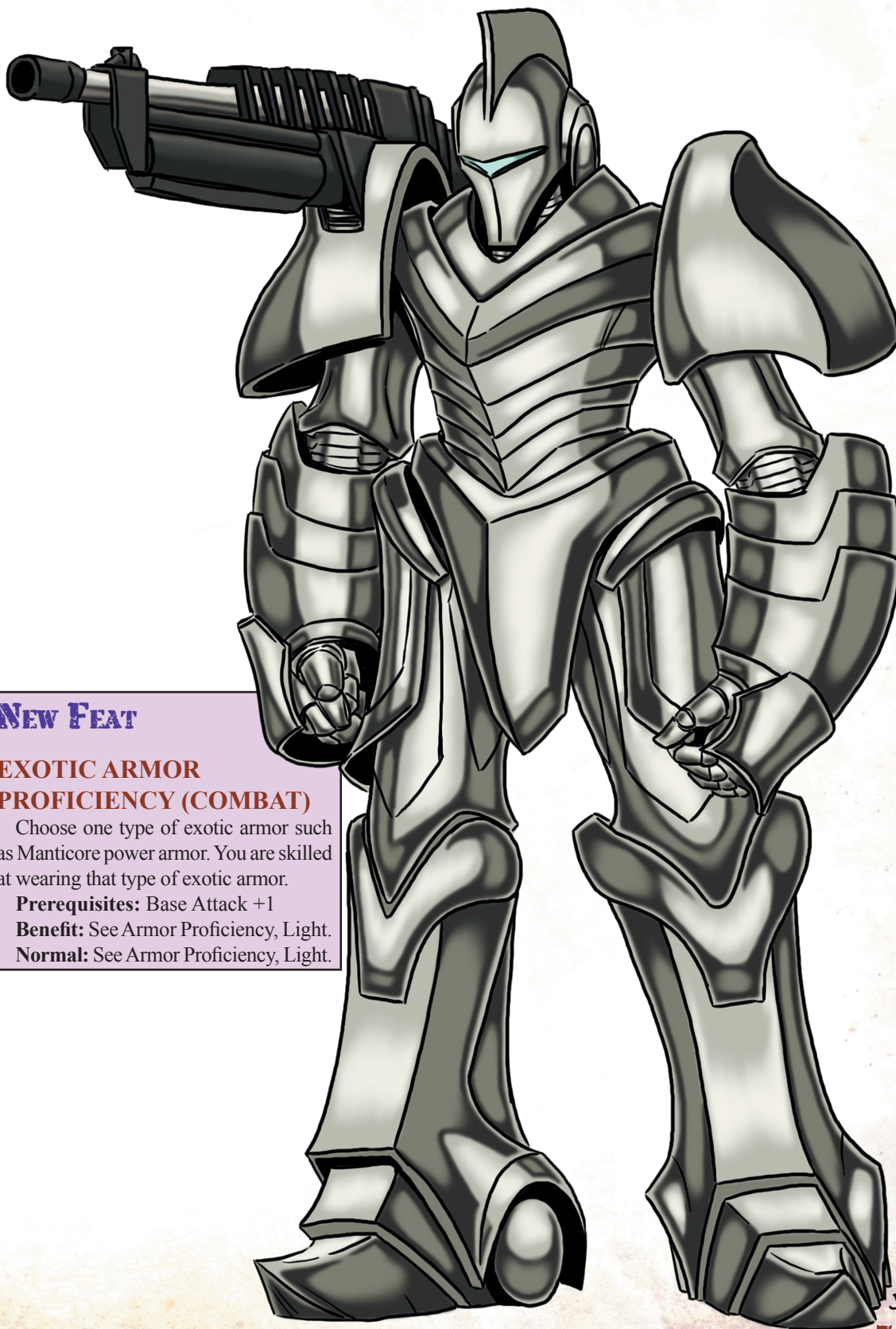
STOCK MANTICORE POWER ARMOR

Price	297,000 gp				
Type	Exotic	Weight	1,000 lbs	AC	+10 (+11 -1 for size)
Max Dex	+1	Armor Check Penalty	-9	Spell Failure	55%
Speed (30 feet)	20 feet	Speed (20 feet)	15 feet		
Capacity	18	Usage	1 charge/hour		

FLECHETTE RIFLE

Price	9,000 gp				
Type	two-handed ranged			Proficiency	exotic (firearms)
DMG (M)	1d6 piercing and slashing	DMG (S)	1d4 piercing and slashing	Critical	19-20/x3
Range	30 ft.	Capacity	20	Usage	1
Special	scatter semi-automatic, wounding			Weight	8lbs

MANTICORE POWER ARMOR



NEW FEAT

EXOTIC ARMOR PROFICIENCY (COMBAT)

Choose one type of exotic armor such as Manticore power armor. You are skilled at wearing that type of exotic armor.

Prerequisites: Base Attack +1

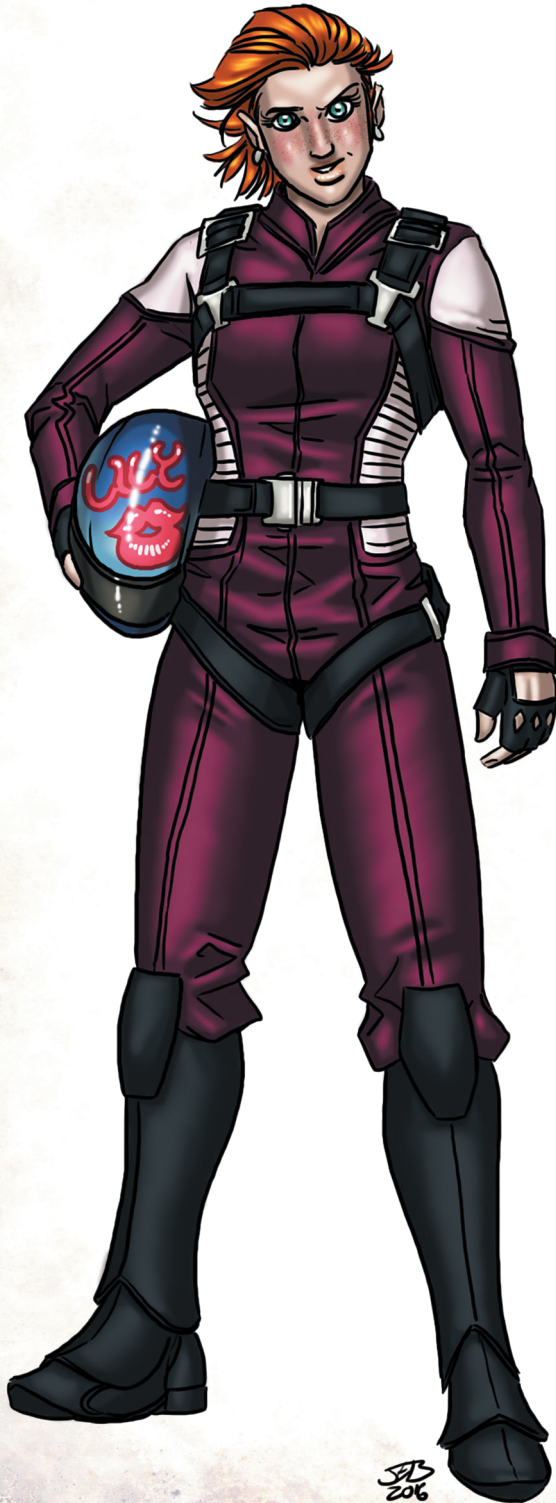
Benefit: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

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LILY COMPTON

MANTICORE PILOT



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Lily Compton grew up poor in Dayton, Ohio during the Second Great Depression. Her father (Frank), an investment banker, and her mother (Andrea) a structural engineer, both found themselves suddenly out of work after terrorist attacks crippled the banking industry. They both fell to working long hours at multiple minimum wage jobs scrimping and saving while the children stayed with a neighbor, Wendy Munroe, who began homeschooling the handful of neighborhood children.

Before the collapse, Wendy taught dance and martial arts. In order to teach the children discipline in addition to math, science, and history, she also taught ballet and Taekwondo. In an interview about this time in her life, Lily spoke of the difficulties of her childhood, but also how much fun it was.

“I loved Mrs. Munroe all the kids did and we learned a lot. Like, I learned that I wasn’t cut out to be a ballerina. I didn’t have the grace for dancing and it was boring. I much preferred kicking and punching. Especially kicking and punching the boys.”

She stuck with Taekwondo throughout her adolescence but in her teens she began adding new styles to her repertoire.

“Mostly because Mrs. Munroe didn’t have time to keep teaching us older kids as she was getting more younger students so I had to find new places to learn. When I was fourteen I squirreled away enough cash to get lessons from a dude who taught Thai Kickboxing. I felt guilty, my family really could have used that money but I needed the escape of the ring. Anyway the dude’s technique was—”

“Questionable?”

“Yes, questionable! My coaches are still trying to break me of a number of bad habits I learned back then. But I wouldn’t trade the experience — it’s how I discovered MMA.” Lily would go on to study Judo, Akido, and American boxing.

She was a middling fighter but with a record good

MANTICORE POWER ARMOR

enough to pay her parents back the money she'd spent on bad kickboxing lessons.

"Things were looking up. I was making royalties on merchandising and winning enough bouts to make a comfortable living. Well, maybe not too comfortable, but I'm used to living meal to meal, so it was pretty good. That was before the entire fighting-sports industry went sideways. Underground death matches were on the internet and the view counts just kept climbing while our ratings and purses shrank."

The Depression had improved by this time but economic numbers were still bad. By all measures the world was still in a deep recession. In attempt to distract the populace, European lawmakers legalized the growing death match industry, and the U.S. quickly followed. Legitimate gladiator leagues formed.

"I never planned to get into the any of the early DM (death match) leagues. I mean, I'm not stupid, right? Even though not every fight had to end in death enough did to keep people tuning in and a fighter with my record wouldn't live real long. I mean, I had almost as many draws and losses as I had wins. Besides I didn't want to kill anyone."

Then as Lily put it, "Things got really weird." A stock car driver—Dominic Alansmith tried to win a minor circuit race by mounting a machine gun to the front of his car and gunning down anyone who got in front of him, and cited the gladiator laws to avoid prosecution. He wasn't the only one, American football got bloody as a new gladiator league allowed players to line their pads with blades and spikes. Then the demolition derby made its triumphant comeback. Alansmith again made history by being the first contestant killed in a Live Fire Race as his crippled, armored stock car, with its single machine gun, was annihilated by a single shot from Everett Goode's vintage Sherman tank.

Live Fire events quickly dominated the death-sports landscape and were soon outlets for the military industrial complex to showcase new hardware.

"I was dead broke when an A-OSM rep contacted me. They just wanted me to come in and consult on a project. The fact, they were calling me up, I knew this was for a [Live Fire Arena League] thing but I still couldn't fathom why me. Live Fire had about

as much in common with MMA as basketball has with drag racing. So since [A-OSM] was paying me more money than I'd made in six years of fighting, for one month's consultation. I leapt at it."

"Power armor was nothing new to LFAL matches, but they tended to be either too light and weak to be tremendously useful against sturdier opponents, or too slow and bulky to be useful against faster opponents. A-OSM was looking to build a heavier armor that could still provide mobility. I was brought in to tell them where they had it wrong in regards to speed and mobility."

"I wish I could say it was love at first sight. But I hated that first prototype." Lily still can't discuss specifics of those early testing days but she did say it was her love of the final machine and a rift between her and the corporate execs that convinced her to join the LFAL. The fact that she did it without A-OSM sponsorship while still competing in an A-OSM Manticore baffles experts.

David Ryan, veteran arena fighter: "Manticore power armor, like most power armor of this class, is impossibly expensive. And the idea that A-OSM 'gifted' this armor to her is beyond ridiculous, despite that this is exactly the story both A-OSM and Ms. Compton would have us believe. Why would this corporation simply give an arguably disgruntled former employee proprietary hardware? I mean, she's been fighting in this thing since months before the first commercially available suit hit the market. I think she stole it and either A-OSM doesn't want to admit their security sucks, or she knows where the bodies are buried, if you know what I mean. This reeks of black-book corporate espionage shit if you ask me."

When I asked her about these accusations, Lily just smiled and said, "If I had such a history with A-OSM, really knew such terrible secrets, and that was really how they functioned, don't you suppose I'd have had a fatal accident by now? Of course, if I really had a fatal accident tomorrow A-OSM's lawyers will probably have their hands full as these rumors have been pretty high profile since even before I walked off the job." The way she says it, one almost can't tell if she's joking or threatening A-OSM.

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LILY COMPTON

CR 7

XP 4,800

Female human daredevil 8

NG medium humanoid

Init +5; **Senses** darkvision 60 ft, low-light vision; **Perception** +11

DEFENSE

AC 23, touch 11, flat-footed 21 (+11 armor, +1 Dex, -1 size, +1 shield); +1 AC vs. guided missiles
hp 44 (8d8 +8 HD)

Fort +3, **Ref** +7, **Will** +6; +6 vs. airborne effects

Defensive Abilities danger sense, defensive spin, evasion, margin of error (+4); DR 12/adamantine

OFFENSE

Speed 20 ft.

Melee baton +10 (1d8+5) or

dagger +10 (1d6+5)

Ranged armor mounted plasma thrower +7 (4d6)

Space 10 ft.; **Reach** 10 ft.

TACTICS

Morale Lily, despite her reputation, does not have a death wish; in an ordinary arena match she will tap out if she's clearly out-classed, or reduced to fewer than 12 hp. Outside of the arena, if she's fighting for a cause she believes, in or innocent lives are on the line, she'll fight to the death.

Base Statistics Without her armor, Lily's stats are Str 13, Dex 15, Con 13, Int 14, Wis 10, Cha 10.

STATISTICS

Str 21, **Dex** 13, **Con** 13, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +12; **CMD** 24

Feats Big Game Hunter, Dodge, Equipment Trick, Exotic Armor Proficiency, Improved Initiative, Mobility, Spring Attack

Skills Acrobatics +6, Appraise +8, Bluff +8, Climb +6, Craft (technological arms and armor) +10, Disable Device +2, Drive +6, Intimidate +8, Knowledge (electrical engineering) +10, Knowledge (LFA League) +10, Linguistics +3, Perception +11, Perform (acting) +5, Sense Motive +9, Stealth +2, Survival +1

Languages English, German, Spanish

SQ clutch, dauntless surge (6/day), grace under pressure

Gear modified Manticore power armor, baton, dagger, emergency flares, first-aid kit, and a mwk repair kit.

SPECIAL ABILITIES

Clutch (Ex): Lily is at her most dangerous in desperate situations. Whenever her current hit point total is 25% or less of her maximum hit points, she gains a +2 circumstance bonus to all attack rolls, saving throws, and skill and ability checks.

Danger Sense (Ex): Lily has an intuitive sense that alerts her to danger from traps and ambushes. When Lily is attacked by a trap or when flat-footed, she may spend a use of her dauntless surge as a free action and add its bonus to her AC or Reflex save against that single attack.

Dauntless Surge (Ex): Lily is able to push aside all fear, doubt, and hesitation when facing life-or-death situations, and can act with absolute confidence and swift precision to find a way to overcome the odds. Even when she consciously knows she is clearly about to die, Lily draws upon her vast reserve of poise, and performs with a calm and speed most people can only display when practicing their skills in total safety.

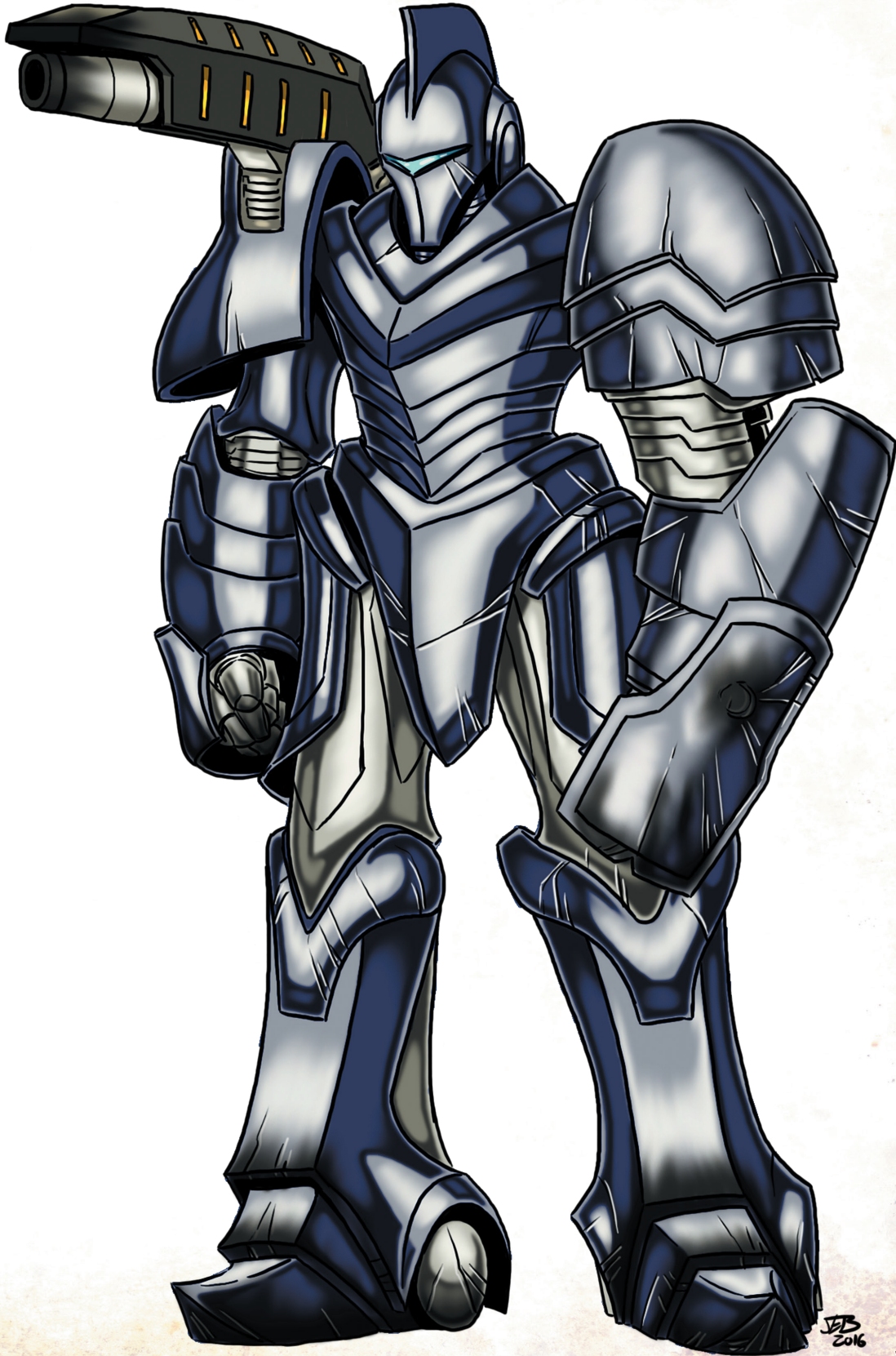
Six times per day, Lily can add a 1d6 bonus as a swift action to any one attack roll, damage roll, skill check, or saving throw she makes.

Lily chooses whether or not to use a dauntless surge after the result of the die roll has been revealed, but before success or failure is determined. She may add her dauntless surge to a saving throw against a fear effect as an immediate action. If she uses her dauntless surge to add a bonus to a saving throw against fear, the value of the bonus is doubled (to a maximum of 8).

Defensive Spin (Ex): Once per round, when Lily takes hp damage, she may expend a use of her dauntless surge ability as a free action to reduce the damage taken by the amount of her bonus roll. Damage cannot be reduced to less than 0.

Grace Under Pressure (Ex): Lily's ability to remain calm under pressure allows her to take 10 on Disable Device skill checks, even when stress or distractions would normally prevent her from doing so.

MANTICORE POWER ARMOR



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Margin of Error (Ex): When Lily appears to suffer a fatal mishap, while the crowd screams in horror or the villain laughs in triumph, Lily is likely just barely still alive as a result of having left a slight margin of error for even the most dangerous acts. If any failed saving throw, or skill or ability checks would result in Lily's immediate death, she adds +4 to the die roll. If the die roll is only successful because of this bonus, Lily manages to succeed, but the consequences drop her to 0 hit points, as she just barely survives. Additionally, Lily is treated as disabled (rather than unconscious) when at a number of negative hit points no greater than her margin of error, and adds her margin of error to the number of negative hit points she can sustain before dying.

LILY COMPTON'S MODIFIED MANTICORE ARMOR

Lily's armor is an original prototype, rather than the mass produced armor available on the commercial market, with a number of small but significant modifications. Most notably, the Manticore's signature shoulder mounted large flechette rifle has been replaced by a medium plasma thrower. The plasma thrower can be recharged by the armor's main power supply, with a standard action that consumes a full hour charge from the armor's reserves.

The left fore-arm of her armor has also been reinforced with a higher grade composite armor so that it functions as a masterwork buckler.

Her pit crew has made small modifications including replacing most of slower wiring in the control systems with faster options such as fiber-optic cables, and fine tuning the servos and other small motors. Her armor has also been custom fit to her with special form fitted padding adding to her comfort. The net results are similar to the masterwork quality, except it reduces the penalty by 3, and requires regular upkeep — 500 gp per month, a DC 25 Craft: technological arms and armor check.

In addition to the cost of the plasma thrower, these same performance conversions could be applied to any commercial suit of Manticore armor for an additional 5,750 gp plus the regular upkeep.

MANTICORE TRICKS

Joint lock (Exotic Armor Proficiency [Manticore power armor]): You can lock your armor's leg and hip joints as a swift action gaining a +4 to CMD against Bull Rush, Overrun, and Reposition attempts made against you until you move.

Leap Free (Exotic Armor Proficiency [Manticore power armor], Acrobatics 5 ranks): You may spend a full round action disengaging the safety harnesses in preparation for this trick. Once the safety harnesses are all disengaged, you suffer the penalties of hastily donned armor but can, as a move action, eject the torso armor plate and leap free of the armor. This is most frequently used as a last resort in conjunction with the self-destruct trick, as it requires a military lab and a DC 15 Craft technological arms and armor check to replace the torso armor plate.

Radar Displacement (Exotic Armor Proficiency [Manticore power armor], Knowledge [electrical engineering] 5 ranks):

As a full round action you can gain concealment (20% miss chance) against any enemies relying solely on sensors such as radar, to target you. You achieve this by rewiring the MCD and the communications systems to create a sensor ghost up to 5 feet from your current location. While you are using this trick, you do not benefit from the MCD's AC bonus against missiles. However, most missiles would be subject to the effects of the radar displacement trick.

This trick is a huge drain on your power supply, you use an additional charge when you activate this trick and an additional charge for every hour you maintain it.

Self-destruct (Exotic Armor Proficiency [Manticore power armor]): You can override the safety protocols and overload the Manticore's power supply causing the armor to self-destruct in a violent explosion. The explosion destroys the armor and inflicts 3d6 +2d6 per hour charge remaining in the armor's power supply to all targets within 30 feet, and half damage to all targets beyond that to a radius of 60 feet.

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