

SUPER FORTIFIED DIRECT CONTROL ARMOR

Unfortunately, the SFDC have some of the coolest knightly armor around. Good thing slugblasters figured out how to make their own versions well before you even had a hoverboard. Now you can grind rails in full plate like you've always wanted, without giving up junk food.

TURBO

Describe how your device helps you with an action, then boost or kick as needed.



MODS

- **“Marshmallow Toaster” (1 Gem, 1 Coil).** Flick your wrist to unsheathe a melee laser weapon. Roll to slice or burn things (or non-lethally smack them with the pommel). Inadvisable underwater.

Diploseer Sight (2 Lenses). Gain nightvision.

- Mark 1 turbo to temporarily gain psychic senses. Gain 1 slam (nosebleed, overstimmed, psychic backlash, etc.) to extend the Sight’s distance or duration dramatically.

- **Crew Banner (2 Discs).** A woven coat of arms of your crew. Mark 1 turbo to refill 1 hype. When a crew member is in trouble, you know which direction and/or which World they are in.

- **Animated Armor (1 Disc, 1 Gem).** Mentally command your armor within a moderate distance. Floating gauntlets hold your drink. Pretend to be in your empty armor. Roll to encase someone in your armor, leaving yourself exposed.

- **Call to Arms (2 Discs, 1 Gem, 1 Coil).** You are never alone when your Crew has your back. Mark 1 turbo to warp to a crew member, or warp a crew member to you, even across Worlds.

FUNCTION

Nope physical blows for only 1 trouble. Armor telekinetically snaps onto or off your body when you will it, up to your reach.

LOOK

stickerbombed, rusty, steampunk, 3d printed, extremely polished, actually SFDC armor...

COMPONENTS

LENSES	COILS
○ ○ ○	○ ○ ○
DISCS	GEMS
○ ○ ○	○ ○ ○

- **Power Cell (2 Gems).** Turbo gains 1 kick.

- **Stabilizer (1 coil, 1 disc).** Turbo gains 1 boost.

- **Kitbashed.** Buy a mod from another device.

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