

Zen and the Art of Mayhem

Battle Armor

Armor has always been a favorite of warriors in battle, giving them protection from blows that could kill them. While armor can be great defense it also has its drawbacks, slowing down the soldier making them more of an easy target. The more protection, the less effective the fighter became in combat. Simple armor plates were soon replaced by more advanced battle armor, giving the warrior advantages of protection while limiting some of the drawbacks. Over the years ways of protecting a warrior advanced, as new materials provided better protection with lighter weight. Armor was crafted to give the wearer better movement allowing them to regain lost speed and movement. Over time four basic types came into development.

Advance Armor: These armors are designed to give the best protection with the fewest negatives. Advance armor provides protection with fewer negatives than normal armor.

Bio Armor: Each armor is living organism giving the wearer boost in strength and speed. The armor itself is even able to heal wounds on its own.

Mystic Armor: These armors draw metaphysical energies to charge up and enhance the wearer. Typically when active it is like the warrior isn't wearing any armor at all, plus they have the ability to provide extra energy to the soldier or have their own built in attack.

Tech Armor: Not only providing protection but adding to the wears abilities increasing speed and strength. Weapons system are also added to the battle armor making it very lethal.

Each type of battle armors have their own advantages and weaknesses. Even though battle armor is available in level 2 rules, it is important to remember that they are still limited in their capabilities. The level 3 rules opens up many more possibilities and are better for creating the battle armor that is the focus of most animes.

Advanced Armor

Combining armor types, creating composites, layering, adding thicker armor over vital areas but leaving other lightly armored creates the advanced armor. Whatever the technique used advanced armor adds the same protection levels with half the negatives. Advance armor is not readily available and can be down right rare. Most suits are built specifically for one person, fitting perfectly allowing the greatest range of motion. If advanced armor is available it will be at four times cost of a normal armor at the same protection level.

A suit of advance armor should be treated as a Minor Talent, adding two points to the characters total as long as they have access to the armor. If the armor is ever destroyed or taken away in some fashion the points are removed. An advance armor suit has 4 slots which the character can add the following upgrades. However theses bonuses must be chosen when the character creates the armor and cannot be changed.

Armor Level	+ to DAN	-to Speed and Coordination	Breast Plate	Full Armor
2	8	0		-1
3	12	-1		-2
4	16	-2		-3

Advance Armor Upgrades

It is possible when constructing a Advance Armor to add built in weapons, items, and compartments. Weapons are limited to small hand-to-hand or small thrown weapons. These weapons are well concealed in the armor making them hard to detect, but easy for the wear to access when needed. Small projectiles can also be implanted and launched with a pull of a trigger. Or hidden blade can be released and used by a warrior.

Henshin (Change)

The armor can be summoned with a device and command phrase. No messy time needed to put the armor on. Just say the command, hit the device and the armor appears around the user. Once finished the armor can be removed in the same fashion.

Hidden Compartments

These compartments are small and cannot hold much, but are well hidden and hard to detect. They are used to safely guard improtant items or hide things from others. If all four slots are used as hidden compartments the wearer of the armor could hold quite a few items.

Hidden Weapon Slots

Each slot can hold one handheld weapon, which is possible to fit into the space. Knives, Short swords, Pistols, Tonfas, etc.. Or can hold 5 small throwing items like darts or shiriken.

Imbedded Equipment

These are limited to small personal items the character could normally carry on them. Things like tools, lock picks, bugs, tracking devices, small personal computers, communication devices, etc... Each slot can hold one item.

Zen and the Art of Mayhem

Imbedded Weapons

These weapons are normally concealed but can be exposed when needed in combat. Claws and blades can be released when needed. The weapons can do 4d6+SB+Fighting skill to use. Only a warrior trained to use the weapon and armor will be able to get the bonus of the fighting skill.

Projectiles

The armor is able to fire out a small single shot weapon like a dagger or shiriken. Each projectile takes one slot.

Bio Armor

The armor is alive, a living organism, sharing a symbiotic relationship with the one that wears it. The armor is made up of powerful muscle fibers covered by armor plates. The armor plates provide 16 DAN to the full body, the armor is incredibly light and the wearer will suffer no penalties to movement. Bio Armor have a standard Armor Points of 80. Armor points act like hit points. Any damage that goes through the characters DAN half of the damage goes to the Armor Points and the other half goes to the character hit points. For every 5 points of armor points lost the DAN will drop by one. If the armor points reach 0 the armor is destroyed. Bio Armor will slowly heal overtime. The armor itself provides 5 points of power to be used by upgrades, and 8 slots for putting upgrades into. Bio-Armor, like other battle armors, is a major talent and will raise a characters power ranking by 5.

Upgrades

Added Protection

Thicker armor plates add to DAN and Armor points. The bio-armor gains 4 DAN for each upgrade and 20 armor points.

+4 DAN +20 Armor Points.

Power None

Extra Movement

The suit can provide extra power to the legs boosting the amount of area the suit can travel in a turn. The wearer doubles their movement in combat.

Double Movement

Power: 2

Heightened Senses

Increased sight, the ability to see in low light and greater distances. Better hearing and smell give the wearer of the bio-armor great advantages.

+5 to detection skills

Power None

Henshin (Change)

The armor can be summoned with a device and command phrase. No messy time needed to put the armor on. Just say the command, hit the device and the armor appears around the user. Once finished the armor can be removed in the same fashion.

Summon Armor

Power 1

Life Support

The bio-armor is enclosed and can filter the air for the wearer, even provide stored oxygen. The wearer of the armor will be unaffected by gas attacks and can survive with out air for an hour.

Air Supply for An Hour

Power 1

Natural Weapons

The bio-armor has natural weapons, sharp claws, spikes, and even retractable blades.

6d6+16 Damage

Power None

Physical Boost

The users very physical prowess can be enhanced by the bio-armor. A suit can boost strength, speed, and coordination by 3. These stats cannot be raised past 15.

Boost Str, Speed, and Coord +3

Power 2

Power Blast

The armor is able to channel its energy into a powerful blast at an opponent. For every point of power put into the blast it will do 2d10x2 points of damage.

2d10 x2 Damage for Every Point of Power

Power X

Power Boost

The bio-armor provide extra power for the wearer. Add 2 points of Power for each power boost upgrade purchased.

+2 Points of Power

Power None

Power Storage

The bio-armor is able to store power it generates. For each power storage upgrade the suit can store 3 points of power.

Store 3 Points of Power

Power None

Regeneration

The bio-armor is able to regenerate lost armor points. For each turn regeneration is activated the suit will gain back 3d6 Armor points, at the cost of 4 power.

Regenerate 3d6 Armor Points

Power 4

Zen and the Art of Mayhem

Mystic Armor

Mystic Armor draws its own power to feed its abilities and supply the wear with extra boost much like a metaphysical battery. The armor stores 15 points of power for the character to use during combat. It will recharge 1 point every hour. If the armor ever reaches 0 points then it will only provide 1/2 DAN and 1/2 Armor points. Plus all upgrades will stop working even the ones at 0 power cost. The mystic armor provides the wearer with two major advantages, one is the extra protection given the warrior the ability to last longer in combat. The other is enchanted combat abilities and power attacks. Mystic Armor is a major talent and will increase the characters power ranking by 5. The mystic armor provides 18 Points of DAN and 70 Armor points. Armor points act like hit points. Any damage that goes through the characters DAN half of the damage goes to the Armor Points and the other half goes to the characters hit points. For every 5 points of armor points lost the DAN will drop by one. If the armor points reach 0 the armor is destroyed. The armor has 8 slots that upgrades can be added too.

Upgrades

Coordination Boost

The warrior has enhanced sense of balance and timing allowing them to attack and dodge with greater precision. +5 to coordination for 1 turn at a cost of 1 power. Coordination cannot be boosted past 15.

+5 to Coord
Power 1

Energy Charged Attacks

The mystic armor provides a charge of energy with each attack. With every successful physical attack, strike, kick, throw, etc..., the armor doubles the amount of damage at the cost of two power.

x2 Damage to physical attacks.
Power 2 (only if hit is rolled)

Enhanced Senses

The armor is able to provide the user with enhanced senses, allowing to detect power being emitted from objects and life forms. The character will receive +5 to detection skills at the cost of 1 power point per use.

+5 to detection skills
Power 1

Henshin (Change)

The armor can be summoned with a device and command phrase. No messy time needed to put the armor on. Just say the command, hit the device and the armor appears around the user. Once finished the armor can be removed in the same fashion.

Summon Armor
Power 1

Increased Power Draw

The armor is equipped with a large generator allowing the suit to produce 1 extra point of power an hour for each slot it is purchased for.

1 Extra Point of Power
Power None

Life Support

The armor is enclosed and can filter the air for the wearer, even provide stored oxygen. The wearer of the armor will be unaffected by gas attacks and can survive with out air for an hour.

Air Supply for An Hour
Power 1

Mystic Blast

The armor allows the wearer to project out a powerful blast of mystic energy at an opponent. The blast is a tight beam aimed at a single target. The blast will deliver 5d6 x the number of power points used.

5D6 x (X)
Power X

Mystic Barrage

The armor is able to give out a powerful set of mini blast. The blast will hit anyone in a 90-degree arc in front of the warrior. Mystic barrage will deliver 4d6 points of damage for each power point used.

4d6 x (X)
Power X

Power Storage

The bio-armor is able to store power it generates. For each power storage upgrade the suit can store 3 points of power.

Store 3 Points of Power
Power None

Speed Boost

The armor is finally tuned to the wearer's reflexes, responding with incredible speed. When activated the warrior receives +5 to speed for one turn at the cost of 1 power. Speed can not be boosted past 15.

+5 to Speed
Power 1

Strength Boost

The armor can enhance a warrior's strength, extra power can be routed through the armor. When activated the character will gain +5 strength for 1 turn, to power cost is 1 point. Strength can not be boosted past 15.

+5 to Str
Power 1

Added Protection

Thicker armor plates add to DAN and Armor points. The mystic armor gains 4 DAN for each upgrade and 10 armor points.

+4 DAN +10 Armor Points.
Power None

Zen and the Art of Mayhem

Tech Armor

Like the name implies these armors are built with advanced technology. Integrated power, sensors, targeting sights, weapons, etc.... Advanced materials make up the armor itself, composite layers of ultra-light material tougher than any normal armor. The downside is as the suit is damaged you risk losing many of the advanced features of the armor.

A tech armor suit is a major talent and will add 5 points to a characters power ranking. The tech armor provides full body 20 DAN and 60 Armor points. Armor points act like hit points. Any damage that goes through the characters DAN half of the damage goes to the Armor Points and the other half goes to the character hit points. For every 5 points of armor points lost, the DAN will drop by one. If the Armor points reach 0 the armor is destroyed. Any damage to the suit can be repaired after the battle with the right skills and equipment. The suit can be fixed up on the battlefield using jury rig, but these repairs will not last t long.

The armor comes equipped with a basic power Plus 8 slots which the character can insert upgrades to the armor.

Basic Tech Armor
DAN 20
Armor Points 40
Slots 8
Basic Power Pack

Power Pack

Basic power pack provides power to the suit and it's upgrade. It is a generator and a series of storage batteries. Each time an upgrade is activated or used part of the power is used. If the power pack is reduced to 0 the suit will be unable to use any upgrade, and the wearer of the armor will suffer -4 to Coordination and Speed.

A basic power plant has a maximum storage of 25 points of power. The generator will provide a point of power to the batteries every turn up to the maximum storage level.

Upgrades

Advance Sensors

The armor is equipped with extra sensors units adding tactical information. Motion sensors, low lite, inferred are all provided to the wearer. Even magnification and binoculars can be used. The character will receive +5 to detection skills at the cost of 1 power point per use.

+5 to detection skills
Power 1

Battle Bikini

This sleek upgrade provides armor protection as normal even though the armor itself only covers a few vital areas. All the upgrades are built in small areas of coverage and the rest of the body is protected by force fields. Although the only advantage is style, the Battle Bikinis seem to be a popular upgrade.

Sleek Style with no lose in Protection
Power None

Chain Gun

The chain gun is a very powerful weapon sending out a swarm of bullets at an opponent. The weapon can deliver a lot of damage in a short burst, and has the bonus of not needing to be aimed all that well

3d10x5 Damage +4 to hit
Power 2

Coordination Boost

The armor is equipped with special gyros and sensors. The suit is able to help keep the warrior balanced allowing them to attack and dodge with greater precision. +5 to coordination for 1 turn at a cost of 3 power. Coordination cannot be boosted past 15.

+5 to Coord
Power 3

Cloak

The suit is equipped with a cloaking device able to allow the suit to blend into the background. At a distances of 20 meters or more the suit is almost completely invisible when standing still. However when in close the suits can be spotted. Even though it can be seen it is still obscure from view and is difficult to hit. -5 to hit when cloak is activated. -5 to detection rolls for every 10 meters distances, power cost 5 per turn.

-5 to hit, -5 to detection rolls for every 10 meters
Power 5

Charged Melee Weapon

The weapon can be charged with energy from the armor and deliver more damage with an attack. Charging the weapon cost 1 point of power per turn adding +12 Damage to a strike.

+12 Damage
Power 1

Dart Gun

The ultimate in stealth weapons, the Dart gun is silent and very useful when are armed with knock out drugs. The dart gun has a built is 6 shots, each time the gun is fired is a cost of 1 power.

Built in Dart Gun
Power 1

Zen and the Art of Mayhem

Deflection Shields

These energy shields are designed not to block an attack, but to deflect the force of an attack. The shields have projectors located in the arms legs and torso. When activated the shield projects the attack off on angle.

Deflection Shields add +5 to dodge, with a successful dodge roll the attack is deflected away.

+5 To Dodge
Power 2

Energy Melee Weapon

The suit is able to channel energy into weapons. Most common is a sword, but axes and staffs are also employed. The weapon takes 2 points of energy a turn and will Half the DAN of an opponent. Damage is $5d10+6+SB+Skill$.

$(5d10+6+Skill) \times 1/2$ Opponents DAN
Power 2

Energy Blast

The armor is able to channel its energy into a powerful blast at an opponent. For every point of power put into the blast it will do $3d6$ points of damage.

$3d6 \times 2$ Damage for Every Point of Power
Power X

Energy Gun

A tight beam of energy can cut through armor and opponents. The beam delivers $4d6+18$ Points of Damage and an opponents DAN is halved.

$4d6+18$ Half DAN
Power 3

Extra Movement

The suit can provide extra power to the legs boosting the amount of area the suit can travel in a turn. The wearer doubles their movement in combat.

Double Movement
Power: 2

Extra Storages Batteries

The suit has extra storage batteries and can hold 5 points of power for each slot filled with extra storage batteries.

5 extra points of power
Power None

Henshin (Change)

The armor can be summoned with a device and command phrase. No messy time needed to put the armor on. Just say the command, hit the device and the armor appears around the user. Once finished the armor can be removed in the same fashion.

Summon Armor
Power 1

Life Support

The armor is enclosed and can filter the air for the wearer, even provide stored oxygen. The wearer of the armor will be unaffected by gas attacks and can survive with out air for an hour.

Air Supply for An Hour
Power 1

Mini Missiles Rack

A suit can be armed with powerful mini missile rack. Each rack can store 10 missiles, and fire up to two a turn. Each missile is capable of doing $6d6+12$ Damage. It cost 2 points of power to launch each missile.

$6d6+12 \times 2$ Damage
Power 2

Open Architecture

The armor is built to be modified. All the upgrades can be removed and replaced, as long as the suit has an open slot it can have new upgrades added. If the armor does not have open architecture then it cannot be modified once built.

Allows the armor to be modified
Power None

Power Pack Upgrade

The armor is equipped with a large generator allowing the suit to produce 1 extra point of power an hour for each slot it is purchased for.

1 Extra Point of Power
Power None

Power Reading

The armor has advance sensors to pick up the abilities of an opponent. Giving a read out of their power, health, and threat level all in an easy to understand read out. Giving an edge to the user warring them when an opponent maybe powering up for an attack, or has been weakened more than they would appear after an attack.

Receive tactical info on an opponent
Power: None

Shoulder Weapon Mount

Weapon systems can be moved to the shoulder pivot mount. The weapon can slide into a locked position on the back when not is use. When activated the weapon will raise up over the shoulder. Shoulder mounted weapons are easy for the wear to use and receive a +3 to hit.

+3 To hit, Easy to Activate and Use
Power 2

Speed Boost

The armor is finally tuned to the wearer's reflexes, responding with incredible speed. When activated the warrior receives +5 to speed for one turn at the cost of 3 power. Speed can not be boosted past 15.

+5 to Speed
Power 3

Zen and the Art of Mayhem

Storage

The suit is equipped with special concealed and sealed storage areas. Each storage area is a special sized do to it's location however most are capable of carrying normal handheld items.

Storage Compartments

Power: None

Strength Boost

Tech armor can enhance a warrior's strength, extra power can be routed through the frame work of the armor. When activated the character will gain +5 strength for 1 turn, to power cost is 3 points. Strength can not be boosted past 15.

+5 to Str

Power 3

Swarm Pack Missile

The armor is able to launch a swarm of micro missiles, which converge, on an opponent. 10 missiles are launched each able to do 3d6 damage each. Each point above the roll off equal a missile hit up to 10. The damage is totaled up and a applied to DAN as one figure. The swarm pack missile cost 4 points of power to launch. Each swarm pack carries 40 missiles total.

10 Missiles Doing 3d6

Power 4

Target Lock

The suit has built in sensors specifically for the weapons sensors providing tactical information to the wearer. Speed, distances, even weak points in an opponents defenses can be pointed out. The target lock gives the character +4 to hit at the cost of 1 point per use.

+4 to Hit with Armor weapons

Power: 1

Thicker Armor

The armor density is increased adding extra protection add 5 points of DAN.

+5 DAN

Power None