

Armorer

The armorer loves being in combat but hates getting thumped. To that end he has found better ways to protect himself, allowing him to hang in the most brutal firefights longer. The armorer prefers to be in the front where his creations can be put to the ultimate test of front line fighting.

Requirements

To qualify to become an armorer, a character must fulfill the following criteria. (The fastest path into this class is through the Smart hero base class).

Skills: Craft (mechanical) 6 ranks, Knowledge (physical sciences) 6 ranks, Knowledge (technology) 6 ranks

Feats: Armor Proficiency (light)

Class Information

The following information pertains to the armorer advanced class.

Hit Die: 1d8

Action Points: 6 plus one-half character level, rounded down.

Class Skills: The armorer's class skills (and the key ability for each skill) are Craft (electronic, mechanical, structural) (Int), Disable Device (Int), Drive (Dex), Intimidate (Cha), Knowledge (business, current events, history, physical sciences, tactics, technology) (Int), Repair (Int), Research (Int)

Skill Points at Each Level: 5+Int. modifier

Class Features

All of the following are features of the armorer advanced class.

Armor Affinity: The armorer has a feel for his creations, gaining the listed bonus to the armor check penalty of any suit of armor he designs.

Bug Hunter (armor): Any armor made by the armorer has its prototype modifier reduced by this amount. The armorer also gains the listed bonus to any Repair checks to fix a bug.

Man in the Iron Mask: At this level the armorer has mastered his craft. Any suit of armor made by the armorer gains a damage reduction to one type of attack (bludgeoning, piercing, slashing, ballistic) equal to the armorer's Intelligence modifier. Each suit of armor may only have one such resistance which must be decided when the armor is constructed and may not be changed.

Bonus Feats: At 3rd, 6th and 9th levels the armorer gains a bonus feat from the following list: Advanced Armor Design, Armory, Armor Proficiency (heavy), Armor Proficiency (medium), Armor Proficiency (powered), Builder, Great Fortitude, Improved Damage Threshold, Toughness. The armorer must meet the prerequisite of any feat selected.

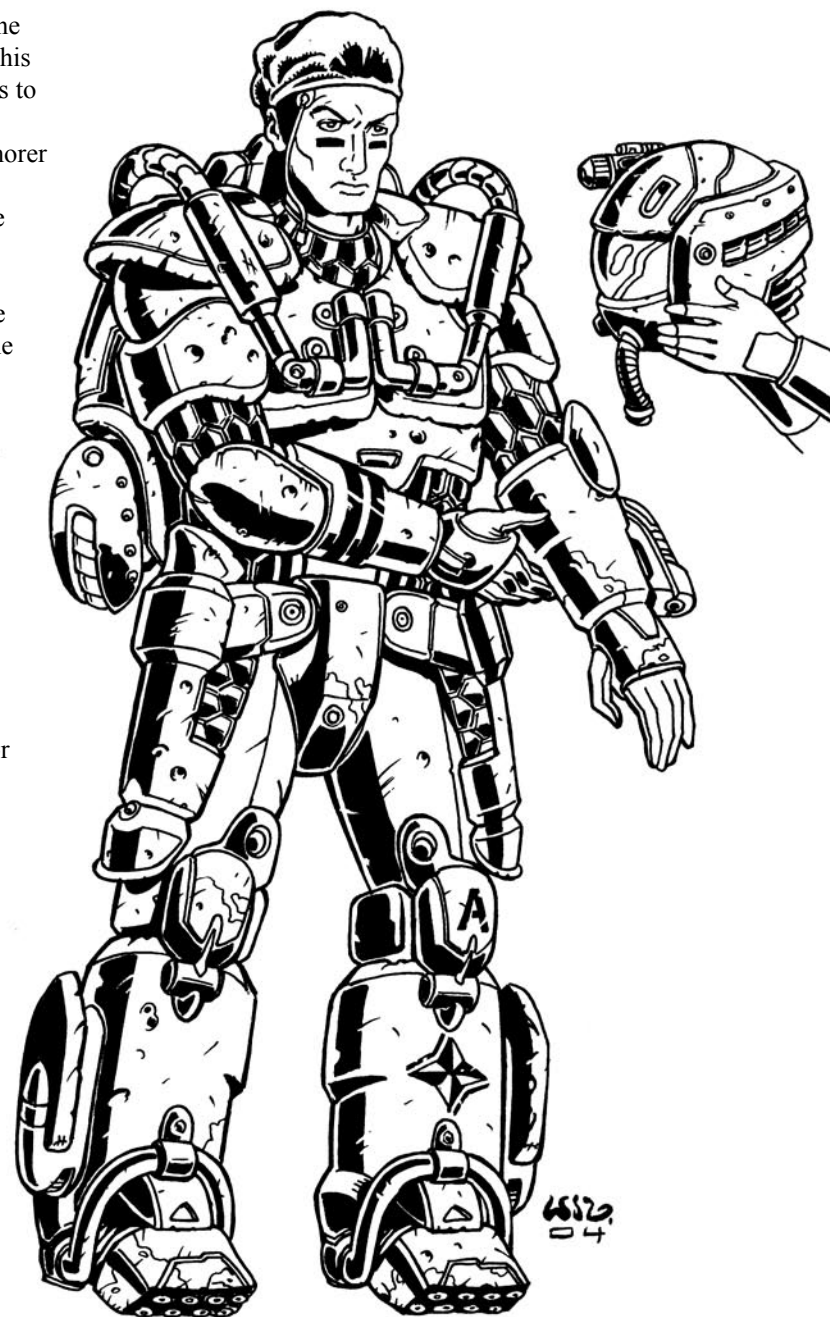
Sample Armor

Following are some sophisticated suits of armor designed by the rules presented above.

All Terrain BioHazard Gear

This suit is designed to allow the wearer to function in areas of radioactivity and chemical contamination. It grants a +4 to saves vs. radiation, chemical contamination and disease. However it is difficult to maneuver in for long periods of time being bulky and stuffy (in addition to its normal penalties this armor's armor check penalty applies to saves to avoid environmental damage from heat and thirst).

Modifiers: Base (+160), Hazmat Protection x2 (+40), Air Supply x2 (+60), Bulky x2 (-20), Hot (-30)



Combat SCUBA

This lightweight suit might be found in the hands of an elite SEAL team or perhaps an elite search and rescue team for underwater cave rescues where space is at a premium. It has a 2-hour air supply and provides protection from cold water conditions (a +2 to saving throws to avoid environmental damage from cold) while remaining lightweight and streamlined. This armor requires a SCUBA license.

Modifiers: Base (+160), Air supply x2 (+60), Climate Controlled (cold) x2 (+40), Lightweight Alloys (+20), Added Restriction Level (-10)

Liquid Steel Armor

Currently in testing by the military, this liquid becomes as hard as steel when subjected to a sudden shock (such as a bullet impact). Cloth can be soaked in this fluid and gain this quality (such as the cloth depicted here). Military planners intend to use this substance to provide greater protection to political leaders and soldiers by soaking clothing worn over areas not protected by modern Kevlar (such as the arms and legs). Currently in research and development by the Department of Defense this material will only be supplied to those with a clear military reason for using it (perhaps special operations could be assigned to run this material through a shakedown phase to eliminate any problems with the material).

Table 1-1: The Armorer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+0	Armor Affinity +1	+1	+0
2nd	+1	+3	+0	+0	Bug Hunter (Armor) +1	+1	+0
3rd	+2	+3	+1	+1	Bonus Feat	+2	+0
4th	+3	+4	+1	+1	Bug Hunter (Armor) +2	+2	+0
5th	+3	+4	+1	+1	Armor Affinity +2	+3	+1
6th	+4	+5	+2	+2	Bug Hunter (Armor) +3; Bonus Feat	+3	+1
7th	+5	+5	+2	+2	Man in the Iron Mask	+4	+1
8th	+6	+6	+2	+2	Bug Hunter (Armor) +4	+4	+1
9th	+6	+6	+3	+3	Bonus Feat	+5	+2
10th	+7	+7	+3	+3	Bug Hunter (Armor) +5; Armor Affinity +3	+5	+2

Modifiers: Base (+180), Lightweight Alloys x3 (+60), Added Restriction Level x3 (-30), Nonmetallic alloy (+20)

Jet Pack

The ultimate in combat mobility the jet pack allows a soldier so equipped to take to the air at speeds of up to 50 mph (90 feet per round). This prototype is extremely bulky and will be ditched in combat conditions. However the advantages this provides to forward scouts and special operations personnel are enormous.

Modifiers: Flight Rig (90 feet per round flight) (+280)

Atlas Mk I

This suit of armor might see use in as little as 10 years. Lightly armored and fast it allows scouts and special operations personnel the benefits of speed and stealth with an added strength-enhancing exoskeleton.

Modifiers: Base (+140), Exoskeleton +2 (+140)

Atlas Mk II

Currently a dream of military planners the Atlas may become a nightmarish reality in the next 10-20 years. Combining protection with a strength enhancing exoskeleton this armor will allow soldiers to bypass obstacles with ease and expect to win any hand-to-hand engagement.

Modifiers: Base (+200), Exoskeleton +4 (+180)

Table 2-10: Sample Armors

Armor	Type	Equipment/Strength Bonus	Nonproficient Bonus	Max Dex	Armor Penalty	Speed	Weight	Purchase DC*	Invention Points	Materials Restriction
Hazmat Suit	Hvy	+3/+0	+1/+0	+1	-5	20	18 lbs.	13	210	---
Combat SCUBA	Light	+3/+0	+1/+0	+6	-0	30	6 lbs.	19	270	Lic.
Liquid Steel Armor	Light	+4/+0	+2/+0	+8	-0	30	2 lbs.	14	230	Mil.
Jet Pack	Hvy	+0/+0	+0/+0	+0	-6	20 (ground)	21 lbs.	28	280	PL 6
Atlas Mk I	Powered	+2/+2	+1/+1	+7	+0	30	6 lbs.	18	280	PL 6
Atlas Mk II	Powered	+5/+4	+2/+2	+4	-2	25	14 lbs.	23	380	PL 7

* Purchase DC of materials