

High technology is a staple element of comic books. Countless heroes and villains don powered armor and high tech battlesuits to gain superhuman power. Through technology and innovation, otherwise mortal characters can walk among gods. This book is designed to give players and game masters access to several ready made battlesuits, which can be the basis for new heroes or villains. Because of the unique design of these templates, the battlesuits contained within this book may alternatively be applied to existing characters, augmenting those characters abilities.

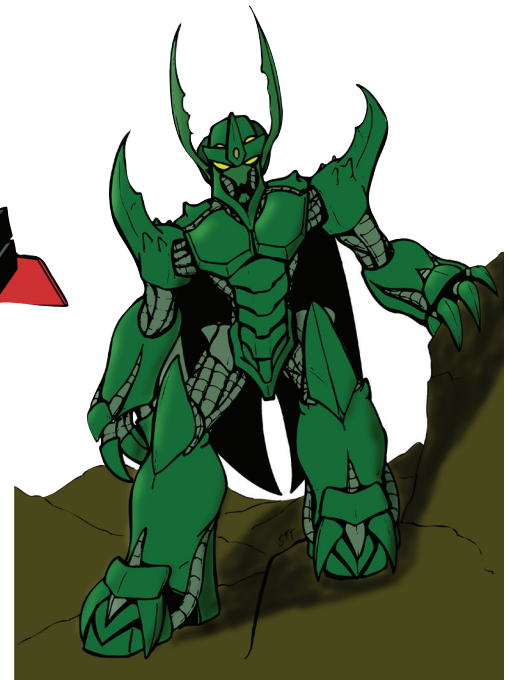
Each battlesuit in this book contains a listing of Maximum Character Stats at PL 10, which breaks down the maximum allowable stats for a character wearing the armor. These stat maximums are based on the rules listed in the M&M rulebook, and are subject to the same rules for stat trade-offs.

Also contained within this book, you will find statistics for androids and robots. These are built as player characters, with options for purchasing them as minions or sidekicks included as well. These Constructs are included to help round out a high-technology campaign. Whether looking for a robotic butler to serve your battlesuit hero, or simply seeking a Construct player character, the Construct section of this book holds something for you.

Thank you for picking up HARDTECH HEROES.



CHAPTER 1

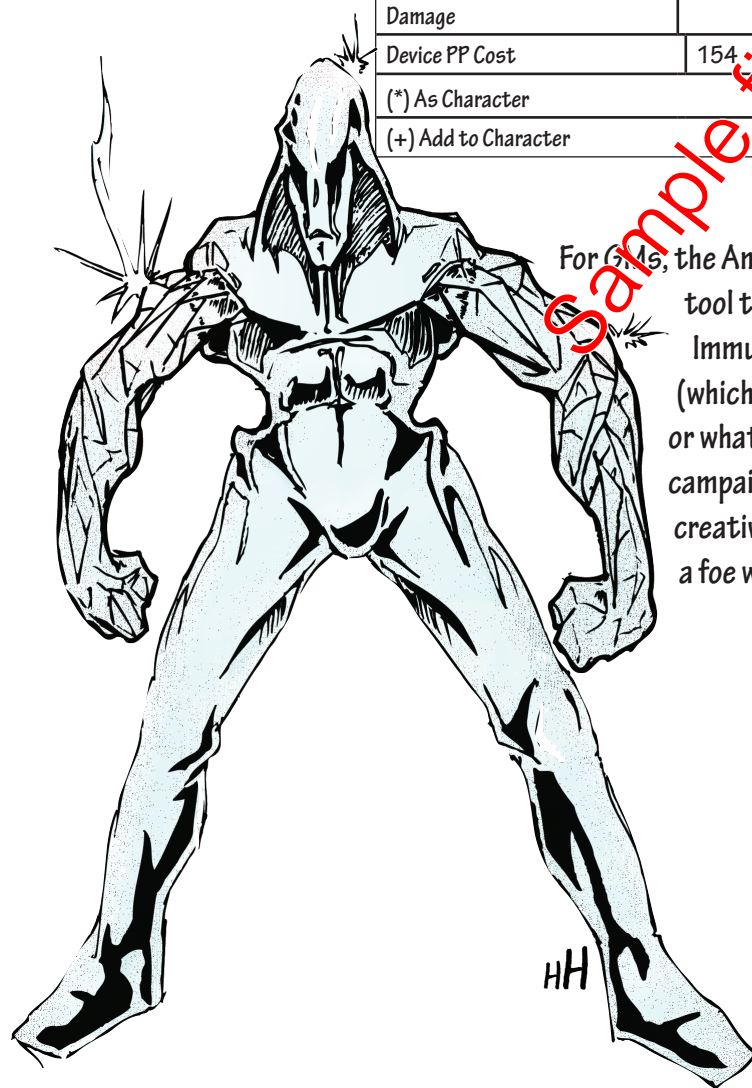


BATTLESUITS

AMETHYST POWERSKIN

The Amethyst Powerskin is a mystical artifact designed for high-end campaigns in which magic is common. The suit's unique qualities make the wearer nearly impervious to magical attacks, as well as granting the ability to fly and a rather impressive light-based Blast.

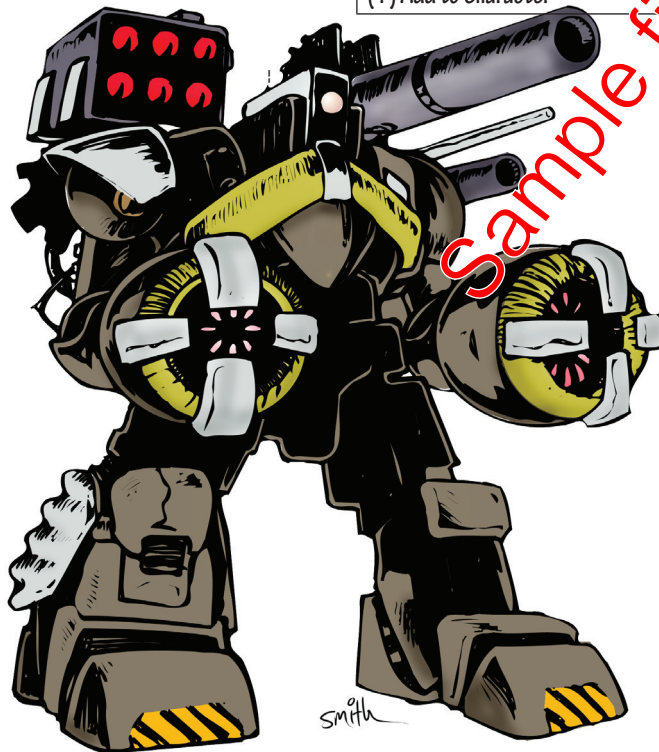
AMETHYST POWERSKIN			
Advantages (16 PP)			
Benefit (Status. The bearer of the Amethyst Powerskin is accorded a great deal of respect among mystics), Benefit (Can instantly don Amethyst Powerskin), Diehard,			
Improved Critical (Blast) x3, Luck x5, Ultimate Effort x4 (Fortitude, Dodge, Toughness, and Will checks), Weapon Break			
Powers (138 PP)			
Blast (Light, Magic, Accurate 2, Homing 2, Penetrating 6)			10
Flight (Magic)			10
Dazzle (Magic, Visual)			10
Illusion (Magic, Visual, Independent)			15
Immunity (Magic, Life Support)			10
Protection (Magic, Impervious 11)			11
Strike (Magic, Penetrating 3)			3
Complications (-30 PP)			
Removable (-30 points)			
Maximum Pilot Stats at Power Level 10			
Close Attack	17	Dodge	9/0
Ranged Attack	10	Parry	9/0
Damage	0/17	Toughness	9/0
Device PP Cost	154	Actual PP Cost	124
(*) As Character			
(+) Add to Character			



For GMs, the Amethyst Powerskin provides an excellent tool to challenge magic-oriented characters. The Immunity to powers using the Magic descriptor (which can be customized to Mystic, Sorcery, or whatever descriptor is common in a particular campaign) forces sorcerous characters to think creatively and apply strategy and planning to defeat a foe wearing this armor.

ARSENAL

The Arsenal Battlesuit is a walking weapons array. Designed with the philosophy that you can never be over-armed for a given situation, this armor boasts plasma cannons, missiles, and state-of-the-art strength enhancement for the wearer. The turbines within the plasma cannon housings can be used to knock foes back via Move Object, giving the wearer room to utilize the suit's versatile and deadly ranged weapons.



ARSENAL			
Advantages (6 PP)			
(+) Equipment 6 (Mounted Rocket Launcher, + 10 damage bonus, Explosive, Area extra. Carries 6 rockets)			
Powers (80 PP)			
Blast (Plasma Cannon)			8
Communication (Selective, Radio)			3
Immunity (Life Support)			10
Protection (Impervious 11)			11
Strike (Penetrating 5)			5
Power-Lifting			4
Move Object (only away from)			6
Complications (-17 PP)			
Removable (-17 points)			
Maximum Pilot Stats at Power Level 10			
Close Attack	15	Dodge	9/0
Ranged Attack	12	Parry	9/0
Damage	0	Toughness	9/0
Device PP Cost	86	Actual PP Cost	69
(*) As Character			
(+) Add to Character			

For GMs, the Arsenal Battlesuit creates an opportunity to inflict severe collateral damage. The weapons built into the armor allow the villain to destroy property and endanger innocent bystanders quite effectively. With eleven ranks of Impervious Protection, any villain using this armor won't be easy to put down.