ARMOR

HYPER

MushaShugyo

MUSHA SHUGYO

HYPER ARMOR

MUSHA SHUGYO RPG

Hyper Armor is a free Expansion Module for Musha Shugyō RPG!
You can buy Musha Shugyo in English from this link. If you like Hyper Armor and did not buy MS yet, please support us!

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Hyper Armor is part of the first Musha Shugyō RPG expansion book: **"The Secrets of Chi"**, already published in Italy and soon available in English too.

We could create this expansion module only thanks to the effort and love of our fans and playtesters. We'd really like to thank the Musha Shugyō RPG community for creating so many great contents for this game! Keep up the good work everyone! #LetsFight!

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Acchiappa Sogni

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Hyper Armour is an expansion ruleset for Musha Shugyō Role Playing Game. Its goal is to create a management system for the classic Power Armors that can be found in fictional works such as all kinds of Mangas, Animes, Comics, or movies. Of course, you need Musha Shugyō RPG to use this book!

These rules can be applied not only to fantasy-style Characters, but also to high-tech, or any other kind of fictional Characters. There are many fictional works in which Characters wear magical or hyper-technological Armors, which give them all sorts of special powers and skills.

Armors

Power Armors are very useful since they come with plenty of Bonus Points, and can be used in combat to receive significant benefits. We'll consider three main Armor Cathegories: **Basic Armors, Advanced Armors, Ultra Armors.** Of course, this type of distinction is merely an example: depending on the kind of fiction you want to recreate in your adventures, you can change category names, logically.

To begin with, let's have a look at the Armor's Sheet (which is similar to the Character Sheet, but is dedicated entirely to Armors). Let's check it out!

You can see that each armor, just like Playing Characters, has three Attributes. Each armor is entitled to a series of Symbols, organized as powers or special abilities of the armor. Armors, however, also have two additional values:

Structure, and Integrity, with scores ranging from one to seven.

Bonus Points for each of the three Attributes are distributed in the form of dots: **3 Points for Basic Armors, 4 Points for Advanced Armors, and 6 Points for Ultra Armors.** The most interesting thing is that every Character, if allowed by the game's fiction and Setting, may wear a different armor depending on the situation! Indeed, there are several movies or Animes in which characters can choose the kind of enhancement to wear depending on the mission.

Bonus Points can be freely distributed. Let's see an example with some Basic Armors (imagine a setting with elemental fantasy Armors):

- **Wind Armor:** 3 RA
- **Rock Armor:** 3 DE
- **Water Armor:** 1 DE, 1 RA, 1 AT
- **Ice Armor:** 2 DE, 1 AT
- **Fire Armor:** 2 AT, 1 RA

But, how should you distribute Bonus Points? It depends on the Setting, but you can of course make your own choises, depending on how you evaluate the Power-up. For instance, in distributing the points shown in the examples above, I thought that Wind's an element very akin to Rapidity, while Rock should be focused on Defense. A Rock Armor will make the Character much more robust. Likewise, probably a Fire Armor will mostly boost both Rapidity and Attack: fire is impetuous and rapid, it hurts if you

touch it. It would not make sense that it boosted Defense, don't you agree?

How to justify the three different Armor ranks, in your adventures? In your Setting there may be no such differences, or there may be Armors divided into more sub-groups. This ruleset will provide the conceptual basis, then you will be free to customize everything. For example, in many fictional works Characters wear Basic Armors at the beginning of their adventure and then, as the story develops, they manage to fight and defeat opponents with Armors of a superior level! Sometimes, they can even obtain better Armors themselves.

Activating Bonus Points

Bonus Points are used to enhance your Character during combat, action after action. When your Turn starts, you have all of the Bonus Points provided by your Armor and you can spend them whenever you want, as if they were Special Points, following these simple rules:

Rapidity: you can use these Bonus Points in both Attack and Defense actions, they can decrease the cost of any Action by 1AP. You can also use them for a Counterattack, for example, or a quick movement, a jump, etc.

Attack: Attack Bonus Points are used to provide bonuses in Attack actions. You can also use one of these points to Concatenate, but not to reduce the Action Points cost of an attack: you should use Rapidity Bonus Points for this purpose.

Defense: spend these Bonus Points as if they were Special Points only for Defense actions. They can provide Bonuses to your Test, be used for the Combo Breaker, but you can also use one to make an Air Recovery (included in the new "**The Secrets of Chi**" expansion for Musha Shugyō RPG)! Obviously, the

Bonus applies to Counterattacks as well, since it's a Defense action.

During each Turn you can only spend the Bonus Points provided by your Armor. It's up to you to decide in which actions to spend them! You may, for example, perform three attacks without spending any Bonus Point and then use them all in the fourth attack, or in the Defense phase! Indeed, the number of Bonus Points available remains active till the beginning of a new Round. As each of your Turns starts, the available Bonus Points count resets.

TYPE:

RA ○○○○○○ EXP:
AT ○○○○○○
DE ○○○○○○

STRUCTURE: ●○○○○○○
DAMAGE: ○○○○○○○

ABILITIES

They usually get back to those normally provided by your Armor, even if you saved some Points from the previous Turn, which won't be added to your standard pool. They aren't cumulative like Special or Action Points.

How can Characters with Basic Armors be able to defeat opponents with an Advanced or Ultra Armor? Let's see it in the Musha Shugyō way. With Experience, you can improve the Level of your Character's Attributes. Therefore, if the PC faces enough fights, it won't be difficult for him to overcome an opponent with a superior Armor but inferior Attributes! Ultimately, the PC's statistics will somehow compensate for the extra Bonus Points provided by the opponent's Armor.

ARMOR'S SYMBOLS

In addition to the Bonus Points, distributed in Attributes, Armors also possess some Symbols! Each Armor has a list of Symbols similar to those used for Techniques, in which you can describe the special power that allows the armor to provide those Symbols. Just like Bonus Points do, **Basic Armors provide 3 Symbols, Advanced Armors 4 Symbols and Ultra Armors 6 Symbols.**

Symbols provided by your Armor can be used to enhance your actions: this applies both to Attacks and Counters and you can add these extra Symbols both to normal attacks and Special or Super attacks. For instance, the Ultra Fire Armor (which comes with 6 Symbols) could provide these combinations:

- **Hot surface:** +1 Counter, +1 Counter
- **Liquefying touch:** ⟲ ⊕
- **Fiery stream:** ⟫
- **Fusion Heat:** ⬙

In total, we included 6 Symbols, as described by the ruleset. Always remember that Conditional Bonuses count as Symbols. Why didn't we write +2 Counter, considering that the +1 Counter appears twice? That's because you might want to use one of the available +1 Counters in a first Defense, and the other in a second one, during your Turn, but you may also decide to upgrade a single Defense using both the Conditional Bonuses at once, in which case you would get a **+2 Counter**.

As you can see, we explained each Symbol with some kind of power provided by the armor, definitely different from Setting to Setting.

The expense of these symbols is counted exactly as we saw for Bonus Points; in other words, you have the right to activate one of the Symbols provided by your Armor to enhance any of your actions, but all you have is the precise number of symbols provided by your Armor in each Turn, considering both the Attack and the Defense phases.

In the same Turn, you cannot use the same Symbol twice (unless that Symbol appears more than once in your Armor, as it happened in the example with the +1 Counter). Symbols that you do not use in this Round **will not be added to those in your next Round:** they reset every time.

INTEGRITY

When you get hit, if you want you can blacken one or more Integrity dots to absorb damage. You will roll 1d6 for each dot blackened: the result will be the amount of Damage you'll absorb, in addition to those normally absorbed according to standard Musha Shugyō RPG rules. You'll have the chance to do this expense only after being hit, then you'll decide how many dots to bet and blacken. Once all the dots are blackened, your armor will be destroyed!

- **Basic Armors** absorb 1d6 Damage per dot.
- **Advanced Armors** absorb 1d6 X2 per dot.
- **Ultra Armors** absorb 1d6 x4 per dot.

The logic behind these multipliers is the same as for normal attacks, Special and Super Moves. So there is nothing new to remember, apart from some measures designed to reduce the impact of random die rolls.

After rolling 1d6, if you want you can spend **1SP** or **1 Bonus Defense Point** (including those provided by your armor in each Round, obviously) to roll it again, maybe because the result does not satisfy you: you can keep the highest value among those you obtained, not the last one.

The fact that Integrity dots gets blackened and can not then be used again, simulates the damage taken by your armor, which will deteriorate over time. You cannot always absorb all the damage you want, otherwise your armor'll get broken very shortly. Precisely for this reason, for example, it is very important that the result of the die roll is as high as possible: Bonus and Special points exist for the sole purpose of helping you in this matter.

If the setting you are playing in requires self-repairing armors, maybe because they're made out of organic or magic materials, you can let them recover Integrity dots after some time. For instance, one dot per game session, or one after each day spent in the role-playing game's world. But there may also be settings where the armor is back as new after each clash, or it stays damaged if nobody fixes it. In the future, we'll see some examples from time to time while introducing our official settings, but you can also decide how to handle this part of the ruleset in your own way.

STRUCTURE

When the game starts, each Armour starts with a single dot in Structure. With experience you can gain new dots: **a dot costs 30 Experience Points**. Each time you roll the die, its result will be always considered as a minimum equal to the level of Structure! Therefore, if your Armor's structure equals to 2, even if you roll 1 with your die, it will be still considered equal to 2. When you upgrade to the third dot, even if you'll roll less than 3, it will still be considered equal to 3 and so on.

This simulates the improvements of Armors in various fictional works, sometimes with some sort of evolution, shape change, material upgrades and so on. Even with maximum evolution, Basic Armors will never reach the level of Ultra Armors, not even taking absorption into account, because they cannot multiply the result of the die roll, although they can at least protect more and more, making the random factor increasingly less relevant over time.

The increase in the structure level can continue until it reaches **level 6**, where you no longer need to roll the die, but it can further grow up to **level 7**, at which point you'll always be sure to get a level of protection greater than the maximum obtainable die roll (and therefore it's no longer needed to roll the die when you spend an Integrity dot).

Experience

It's impossible to improve your Armor's Attributes, but you can acquire new Symbols with experience! Each new Symbol will cost **30 Experience Points:** you can add it to an existing power or special ability of your Armor, or create new ones. Rules aside, this doesn't change anything, although it's very important in the game's fiction! When you're roleplaying, it's important to describe how your Character manages to Power-up one of his Armor's special powers, or to obtain a brand new special ability.

For example, having enough Experience Points to spend, a Character with the Fire Armor may describe how he reaches the entrance of an ancient volcano to descend into its crater and meditate in a terrible lava stream while wearing his incandescent Armor! This action will let the Character spend his Experience Points to obtain a new Symbol for his Armor. He may, for example, decide to improve the Fusion Heat power of his Armor by adding a new ⊕ (**Powerful**) Symbol.

Active Power

In many fictional works in which the main characters wears a special armor, there's a special state in which the character can make his internal energy rise to a superior level, being enveloped by a supernatural power. In the case of a sci-fi setting, it's very likely to expect the presence of some kind of extreme combat-mode, achievable only through some kind of training or superhuman effort! For instance, in the Setting with elemental Armors that we are using as an example, there may be a situation in which the Characters can detonate their elemental energy reaching a temporary state of communion with the element they represent!

When a PC owns the maximum number of Special Points, he can spend

them all at once (usually 6) to reach the Active Power mode. This provides him an additional Bonus, some sort of temporary **Power-up**. This gives a **+1 Bonus to every Action and Damage**. As long as the Character remains in this state, the Bonus is valid both for Attacks and Defenses: it will be like spending 1SP for any action in order to obtain +1 to the Test and +1 to Damage too!

Once in an Active Power state, **the PC automatically loses 2SP per Round** but he can also keep spending Special Points as he wishes. During this state you can still get new SPs through your Character's usual SP gaining methods.

When in an Active Power state, if a Super Move is used at any time (and you can do this **without spending any SP**), SPs will be resetted to zero, and the Active Power state will be deactivated. This is something very similar to those fighting games in which you can initiate an Hyper state — or something similar — that lasts for a few Turns, powering up the PC as long as it's active; then, with good timing,

you can activate the Super Moves even when the Hyper bar is low. Doing this, however, will empty out the Hyper bar.

Clearly, performing the Super Move while in an Active Power state, you can unleash it with a higher than normal power, since the PC's already using the Bonus provided by the Power-up!

Interpretative Bonus

We developed some interpretative rules rules too. These rules will concern the Player's acting abilities, which will translate in mechanical benefits in game, especially if you are playing in role playing game mode (not in tabletop mode). This kind of rules are useful only for Settings in which the Characters get their powers through the intervention of some higher power: remembering our elemental warriors example, they may appeal to the power of nature related to their Armor to get even more devastating powers, or to their elemental guiding spirit!

• If you perform a monologue about your determination and how much you're willing to sacrifice yourself for your cause or your guiding spirit (or for any other appropriate Setting element, if available), you get **1d6 SPs**.

• If you take a hit that would send you KO, you can spend SPs to prevent Damage and recover: each SP sacrificed prevents losing **3 Life points**. You can only do that if the hit would otherwise send you KO, not every time you sustain attacks!

• If you take a hit that would send you KO, you can also do the usual monologue to recover: you'll earn the usual **1d6 SPs**. But if you do not have enough SPs to recover the Life Points you lost, you'll end up unable to fight, and the first hit you receive will send KO again.

Each character chooses a method to get an additional Interpretative Bonus equal to **+1 to every Action and**

Damage when he's in a certain special circumstance that doesn't always occur. For example, the PC gets the Bonus if:

• he removes his own Armor when cornered.

• his friends see him in trouble and play a scene in which they urge him to continue fighting (or maybe they donate him parts of their Armors or energies).

• he's fighting an opponent clearly stronger than him and evokes a memory from his own past.

• his friends are in serious trouble, he explains his opponent his reasons and why friendship is important.

• he manages to recover from a KO (using the game mechanics we've seen before) getting back in the fight even more determined and angry than before!

You are not forced to choose among the examples above. You can easily design your own personal interpretive methods to get this Bonus and propose it to the Guide who'll eventually suggest any needed adjustments to you. Of course, you can use these Bonuses even when you play alone or just with a friend and without a Guide.

These particular Interpretative Bonuses, used in RPG sessions, allows Players to act more willingly in any game scene and enrich it with deeper elements, developing to its fullest the atmosphere of the kind of Setting this expansion aims to achieve!

Bound Powers

In some special settings, Armors can be equipped with special powers that the user can activate only when he's wearing them. For instance, with an hyper technological example, we can imagine the case of an Armor equipped with tactical missiles, or some sort of energy weapon. In Musha Shugyō we should still interpret these attacks as Special or Super Moves (depending on the situation), but it is evident that the Character could use them only when he's wearing the Armor. We've seen the same kind of approach even in the fantasy realm, though, with several Japanese Animation Movies in which the Main Characters can use their special moves only if they wear a mystical armor! Bound Powers make sense only in certain Settings, you don't necessarily have to consider them in your game: it depends on the kind of adventures you want to recreate.

If you decide to use them, you will have two ways to write them down. You can do this as usual, considering them as Special or Super Techniques to be noted in the Character Sheet. In this case, just

specify that such Powers can only be used when wearing the Armor, adding a mark next to the Powers's name, to distinguish them from the other Techniques that the Character can use in any situation. However, if you developed a Setting in which the Characters can use different Armors depending on the situation, each one with different Bound Powers, it will be easier to annotate its Powers, as if they where Techniques, directly on the Armor's Sheet (which you can fill just as you would your Character's Sheet, using our online App). In so doing, you won't risk adding too many useless Techniques to the Character's Sheet, and you will always have a clear idea of which Powers are bound to which Armor!

Elemental Armors

Attached is a series of Basic, Advanced and Ultra Armors. These Armor Sheets were designed so that you can place them next to your Character's Sheet (on the right side of your PC's Sheet, precisely), as if they were its natural extension!

Integrity dots are all empty: you need to blacken them each time you absorb 1d6 Damage; one dot for die roll. Naturally, Structure starts with 1 dot and can be increased up to 7. You can find a free Armor Sheets generator following this link!

These Armors are inspired by the Setting we used as an example from the first chapter. A fantasy world in which Characters are Elemental Warriors divided into different ranks, depending on their power. The weakest are the Servant Fighters, who possess Armors representing the Servants of the various elements. Then we have the Messenger Fighters, who possess more powerful Advanced Armors, called elemental Messengers. Finally, we have the Fighter Lords, the most powerful of all, who wear Ultra Armors representing the elemental Lords. The idea behind this Setting is that there are Servant, Messenger and Lord Armors for each element (each one with its Fighter who wears it after winning it somehow). Of course, as often happens in others fictional works the main elemental forces will be Water, Fire, Wind and Earth, but there will also be many other — *less common and yet not weaker* — secondary elemental forces, such as Darkness, Light, and even Poison, Stars, Lightning, Ice and many shades of the various elements or physical events occurring in nature!

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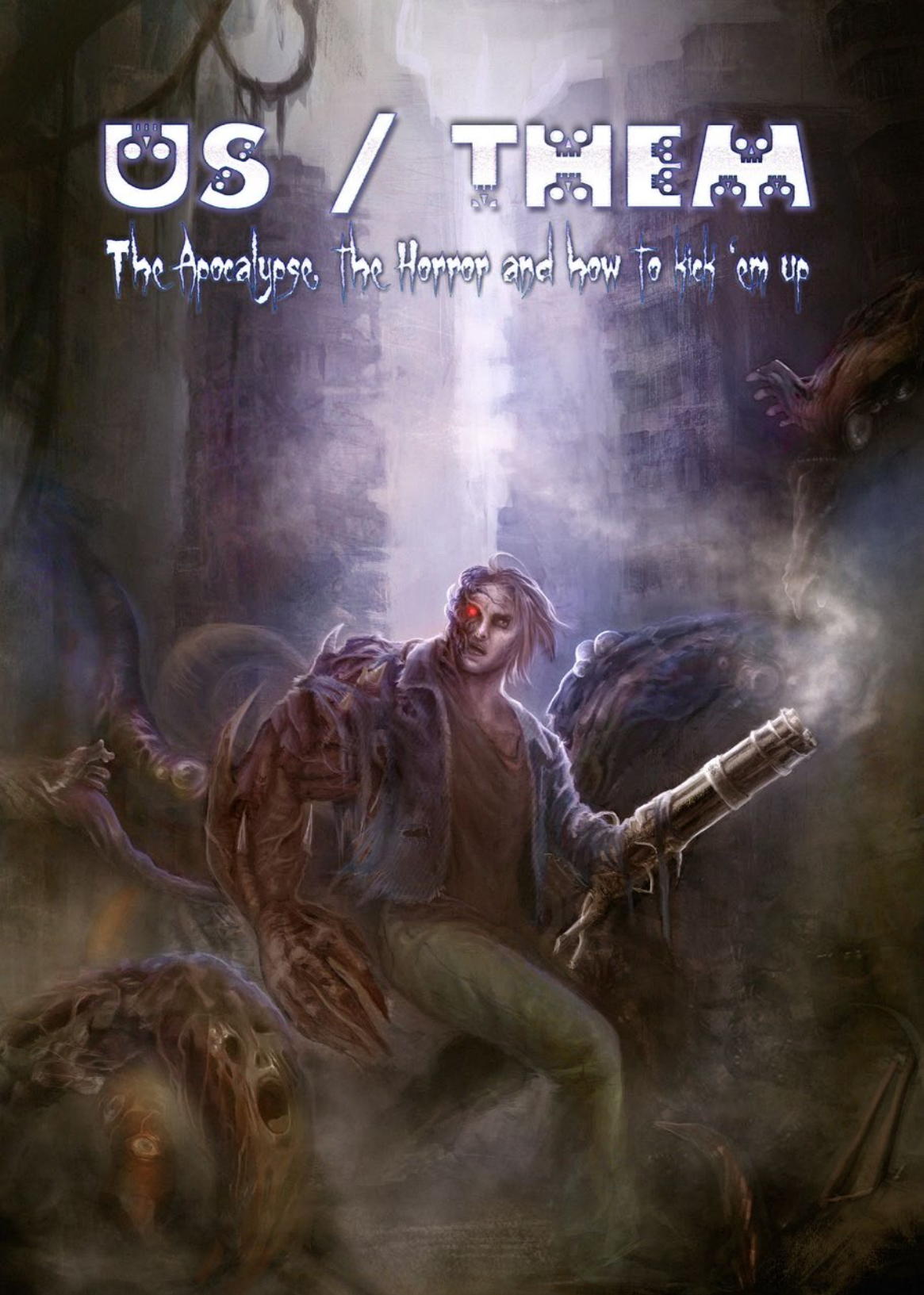
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