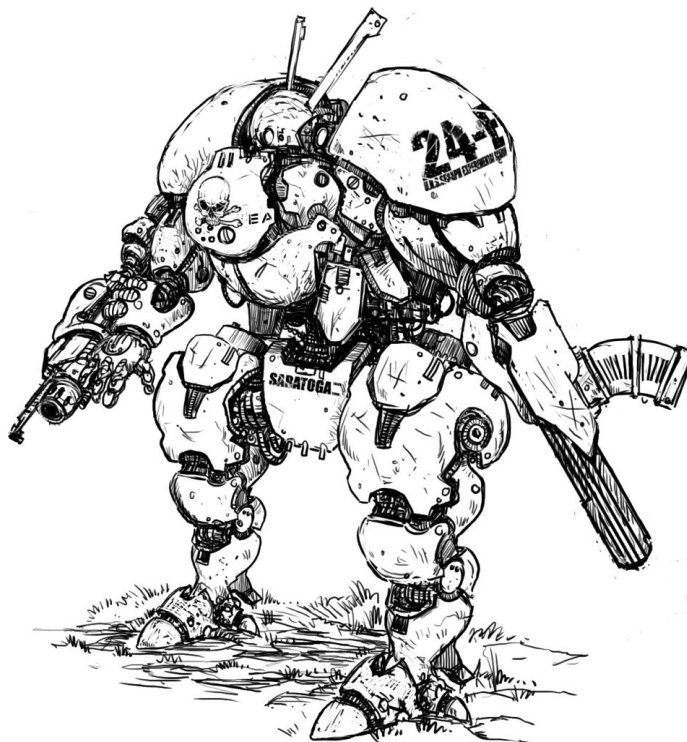


Gregorius21778:

30 Malfunctions



For Suits of Powered Armor

Version 1.6; written by Kai Pütz
(c) 2016



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Created by: Kai Pütz; (c) 2016

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30 malfunctions for suits of powered armor provides inspiration and examples on how to spice up your RPG with lemons for futuristic high-tech armor. The base assumption is that each of those suits of armor completely encases the wearer, is sealed against hostile environments, comes equipped with a wide variety of optical sensors, at least two weapon systems (one main weapon system and one or more secondary systems) and has a number of other subsystems or further armatures (communications, life support, jet packs, etc.)

If you run a militaristic sci-fi campaign, the material can be used to create combat damage and ill-effects due to lack of maintenance. If you run a post-apocalyptic game, it provides possible malfunctions for suits of freshly salvaged powered armor. In a superhero game, the entries can be used to turn the tables on those high-tech knights out to save the day as they learn that their gadgets can start to fail after a telling blow... the hard way!

The supplement is system neutral, but was written with OSR/"retro clones" in mind. Mutant Future(tm) compatible rules are provided for each of the 30 entries. In regard to dice, d8 and d100 (percentile roll) are used.

How to use this supplement:

Just read through the 30 entries and pick those that you would like to apply to a suit of armor in your game. If you like them all and cannot make up your mind, or if you simply want to add a random element, you can determine a malfunction by rolling a d100 (or a d30, if you own such). If you want to simulate “lasting battle damage”, just pick one or two results. In case of a suit that was salvaged from a battlefield or from an old ruin in a post-apocalyptic setting, you might want to apply three to five results.

Optional: Critical Damage Table

You *could* use the provided material as a critical damage table: the worse results are found in the second half of it. Roll a d8, d10 or d20 after a suit suffered a sufficient hit, and apply the results. If this was not the first “critical damage”, add +8(if you use a d8) or +5 (...d10) or +3(...d20) to the result for every instance of “critical damage” the suit already suffered. For example, if you use a d10 and the suit already suffered from two malfunctions, add +10.

Frequently used Terms:

Ability Test: the game mechanic used to determine whenever an action of a PC is successful or not.

Combat Turn: the action segment of structured combat in which the PC is normally performing an action.

Initiative: the game stat which determines who goes first in combat.

“Is prone to”: the phrase indicates that a suits system *might* fail, which is determined randomly. It is explained in detail in the “failure-prone” paragraph below.

Major Damage: an amount of damage that would be considered “high” within the game system; the damage a powerful weapon could deal.

Major Penalty: a negative modifier to an ability test that is a significant reduction of the character’s chance of success.

Minor Penalty: a negative modifier to an ability test that is a marginal reduction of the character’s chance of success.

Protection Value: the game stat of the armor that reflects its primary function; the prevention or reduction of damage.

Resistance Test: the game mechanic used to determine whenever an a PC is able to “passively” resist a harmful condition, like the effects of poison or becoming unconscious.

Failure-prone

Some of the entries state that a subsystem *is prone to* (something). The phrase refers to a sporadic malfunction which may or may not occur during the current combat. Below, three different game mechanics are provided so that you, as the GM, can choose the method that fits your game best:

1) A sporadic failure with a high frequency of appearance

Roll a d8 at the start of combat. An even result indicates the combat turn on which the malfunction will occur (turn 2, 4, 6 or 8) while an uneven result means that no malfunction happens. Optional, the malfunction could only occur on a result of 4, 6 and 8 to simulate that strain triggers the malfunction ("fixed it, but that laser gun is now only good for a few shots. After that, I guarantee for nothing!")

2) A failure due to strain and/or lack of maintenance

Roll a d8 at the start of combat. A result of 4, 5 or 6 indicates the combat turn on which the malfunction will occur while any other result means that the malfunction will not come into play this time.

[d100]	[No.]	Malfunction
01-03	01	Worn down armor:
04-07	02	Twisted shoulder casing
08-10	03	Twisting knee casing
11-13	04	Audio sensors gone
14-16	05	Stuck on thermal vision
17-20	06	!ALARM!
21-23	07	Impaired vision
24-26	08	Targeting system off alignment
27-30	09	Delayed motion response
31-33	10	Heat accumulation
34-37	11	Susceptible to concussion
38-40	12	Malfunctioning weapon system
41-43	13	Malfunctioning manipulators
44-46	14	CommSys destroyed
47-50	15	Damaged life support
51-53	16	Hip actuator damaged
54-56	17	Malfunctioning subsystem
57-60	18	Subsystem destroyed
61-63	19	Gyro stabilization damaged
64-66	20	Breached Sealing
67-70	21	Weapon system critical
71-73	22	Damaged foot actuator
74-76	23	Radiation leak
77-80	24	Reduced power output
81-83	25	Power failure
84-86	26	Weapon system destroyed
87-90	27	Fractured armor
91-93	28	Internal structure damage
94-96	29	!SYSTEMS CRITICAL!
97-00	30	!FAILURE IMMINENT!

3) "The cinematic solution"

Roll a d8 at the start of a combat. A result of 1 - 3 means that the malfunction will occur during this combat whenever it suits you, the GM. A "trigger" of 1 - 3 on a d8 is equal to a little more than a 35% chance. Feel free to change it to 1 - 2 to decrease the chances or to change it to 1 - 4 to increase them.

Overall Armor vs. Armor Zones

There are only two entries that directly affect the armor of the suit. If the RPG this supplement is used with takes different armor zones (based on body location) into account, apply the effects to the "body" or determine a location randomly.

And now, here we go! Enjoy!



01#Worn Down Armor

Decrease the protection value by one step (or by 1d4 points, which ever is applicable)

MutantFuture(tm): add +1 to AC

02#Twisted Shoulder Casing

One shoulder joint is **prone to** get blocked in its damaged casing. If this happens, the wearer cannot bring any weapon in the affected arm to bear and a major penalty is applied to all melee related ability tests. Removing the obstruction takes one combat turn and a successful ability test.

Mutant Future(tm): -3 on physical attack rolls and DEX tests. A successful DEX test is needed to remove the obstruction.

03#Twisted Knee Casing

One knee joint is **prone to** get blocked in its damaged casing. If this happens, the wearer's movement is reduced by half and it is impossible to jump or climb. In addition, a major penalty is applied to melee tests. Removing the obstruction takes one combat turn and a successful ability test.

Mutant Future(tm): -3 on physical attack rolls. A successful DEX test is needed to remove the obstruction.

04#Audio Sensors Gone

The audio sensors got destroyed. While the radio system and the speakers are still operating, the wearer is unable to hear any sounds of the surrounding but very loud noises.

Mutant Future(tm): Sneak attacks will always Surprise the wearer.

05#Stuck on Thermal Vision

The optical sensors got damaged and only thermal vision remains operable. While seeing heat signatures has its benefits, the wearer is unable to discern details (e.g. writings, faces, etc.)

Mutant Future(tm): In most cases the wearer will not be able to check for traps or secret doors.

06#!ALARM!

ALL internal alarms go off and will not shut down. The wearer is bombarded with a multitude of blinking lights and different alarm tones. As a result, a minor penalty is applied to all perception based ability checks.

Mutant Future(tm): The wearer will be surprised on a result of 1-3 instead of 1-2 and rolls a d8 instead of a d6 for all checks to spot traps or secret doors.

07#Impaired Vision

All optical sensors are gone and the bulletproof glass in the view port is cracked. A minor penalty is applied to ranged attacks and all vision based ability tests.

Mutant Future(tm): -2 on all ranged attack rolls.

08#Targeting System Off

The virtual sights of the suits ranged weapon systems are "off", which results in a major penalty to all ranged attacks.

Mutant Future(tm): -3 on all ranged attack rolls.

09#Delayed Motion Response

The suit's response to the wearers movement is delayed, which leads to a major penalty to Initiative and melee combat tests.

Mutant Future(tm): -3 on Initiative and all physical attack rolls.

10#Heat Accumulation

The ventilation system is damaged and heat builds up inside the suit, especially during a battle. After five turns of combat the wearer must pass a resistance test or will suffer a minor initiative penalty. During travel, the wearer will need to rest more often.

Mutant Future(tm): After the fifth combat round, the wearer must *Save vs Death* or will suffer from a -2 Initiative penalty.

11#Susceptible to Concussion

The integrated systems that are meant to reduce the shock from heavy impacts fail. After an attack that deals major damage, the wearer must pass a resistance test or will not be able to act during his next combat turn.

Mutant Future(tm): The wearer must pass a *Save vs Stun* after each attack that deals 15+ damage or will be stunned for one round.

12#Malfunctioning Weapon System

One of the weapon systems is *prone to* malfunctions that render it useless for one turn and take another to remove.

13#Malfunctioning Manipulators

The fine manipulators of the suit (fingers, grippers, etc.) are destroyed or not responding. The wearer is thereby unable to handle any objects while operating the suit.

14#CommSys Destroyed

The communication system got completely destroyed, and the wearer is thereby unable to communicate with others. Unless the helmet is removed, the wearer must use gestures or sign language.

15#Damaged Life Support

The duration that the suit can sustain the wearer in a hostile environment is reduced by half (both "maximum" and "current time remaining").

16#Hip actuator damaged

Any movement of the hip is limited. Movement is decreased by 50% and a minor penalty is applied to all movement related ability checks.

Mutant Future(tm): -2 penalty on all DEX tests.

17#Sporadically Malfunctioning Subsystem

One of the suits active subsystems (e.g. jet pack, scanners, energy shield) is failing sporadically. If its function is activated, roll a d8. On a result of "1" it fails for one combat round. This failure might be obvious (like a jet pack not starting) or could only become evident later on (like a radar system failing to indicate an incoming enemy).

18#Subsystem Destroyed

One of the suits subsystems (e.g. jet pack, life support, radar, secondary weapon system) is destroyed.

19#Gyro Stabilization Damaged

Whenever the wearer moves quickly, an ability test must be passed to avoid falling prone. In addition, all *other* agility based actions suffer a major penalty.

Mutant Future(tm): The wearer must pass a DEX test in order to run without falling prone and suffers a -3 penalty on all *other* DEX tests.

20#Breached Sealing

The environmental sealing of the suit fails and it no longer protects its wearer against outside hazards (e.g. gas, radiation, etc.)

21#Weapon System Critical

One of the weapon systems suffered critical damage and will soon cease to function. Roll a d8 after each use, on a result of "1" the weapon system is destroyed.

22#Damaged Foot Actuator

One of the "feet" of the suit is limited in movement and fails to react at times. Thereby, the wearer's movement is reduced by 50%. Running is impossible and any melee based ability check suffers from a minor penalty.

Mutant Future(tm): all physical attack rolls suffer a -2 penalty.

23#Radiation Leak

Damage to the energy source results in the suit slowly contaminating its user. Each day the suit is worn for any longer period of time, the wearer must pass a resistance test or suffer minor damage from slight radiation burns.

Mutant Future(tm): The wearer *Save vs. Level 1 Radiation* on each day that the suit is worn.

24#Reduced Power Output

As the energy source starts to fail, the wearer cannot use the main weapon system and move in the same combat turn. In addition, the output is not enough to actually make the suit *run* anymore.

25#Power Failure

The suit is *prone to* brief power failures that leave it inoperable for one turn [*Mutant Future(tm)*: one combat round] before the systems comes back to life again.

26#Weapon System Destroyed

One of the weapon systems is gone.

27#Fractured Armor

Roll 1d8 after any hit that deals major damage. On a result of "1" the armor shatters completely and loses its (remaining) protection value.

Mutant Future(tm): Check as above after each attack that deals 18+ damage in one blow. On a result of "1", increase the AC to 8.

28#Internal Structure Damage

The whole suit creaks and groans when it moves, which makes it impossible for the wearer to sneak up on an enemy. Between adventures, roll a d8. On a result of "1", important parts of the internal structure finally give and the suit becomes inoperable.

Mutant Future(tm): The wearer can never surprise an opponent, unless the opponent is deaf.

29#!SYSTEMS CRITICAL!

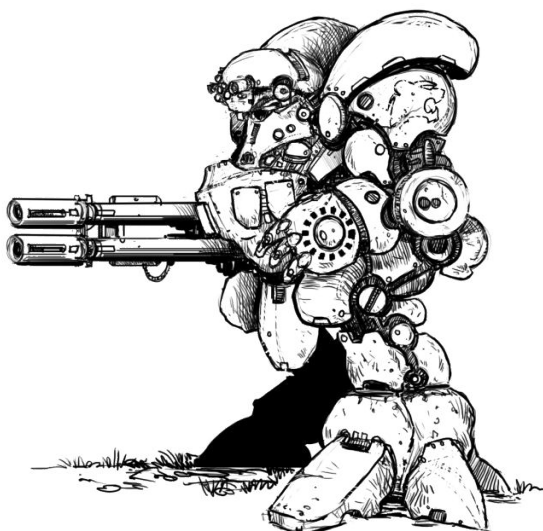
The suit is in a very bad condition, and the question is not if something gives, but what will give next. Each time an attack deals major damage, roll a d8. On a result of "1", determine one of the other results of this table and apply it.

Mutant Future(tm): Check as above after each attack that deals 15+ damage in one hit.

30#!FAILURE IMMINENT!

Critical systems suffered heavy damage, and the next blow the suit takes might be the last. Each time an attack deals major damage, roll a d8. On a result of "1", the suit is destroyed.

Mutant Future(tm): Check as above after each attack that deals 15+ damage in one hit.



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