



I'm not robot



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space don't have a top speed besides "light speed". Anyway, they work for 12 hours before needing a replacement battery or jury-rigged o-clip. For this amazing ability to fly you can be prepared to spend 150K credits. Or 550k for one of them fancy nukular kinds. Why this costs so much compared to say, a suit of power armor that can fly much faster. I do not know. Near my not means to be a mech pilot OOC I guess? That's for Gravitics. Next is the Psionic Crystal. Techno but it's from back, earlier. The beautiful spiky-head thingy have a special crystal called "Psylite" with which they make guns. They use special psychic crystal power packs for ammo. The packs cost 4,000 credits and 81SP per charge to recharge. If one is tracking ammo costs now that's kind of a bargain since ISP is a renewable resource, though it can take quite some time for a "normal" psylite to be able to recharge them fully. These weapons are called crystal weapons because they use crystal for their ammo things, not because they are cool rock candy guns. instead they're just dorky as hell the pistol and rifle do pretty standard damage (2d6/4d6). The pistol can be fired directly for 5 ISP per shot which is superior to the charging cost, but obviously uses one's immediate reserves. The little snub-gun above is a Crystal Paralyzer which forces a save vs. psionics or collapse for 1d4 melees. If the save is 5 or less their heart stops and they have to save vs. coma/die. Bet you'll enjoy looking up THAT bit of attribute table. The Phase Medkit mentioned previously probably helps with bad rolls here. This gun is awesome and you should equip any psychic you know with one. It doesn't mention armor so presumably it just goes through it! Oh, here's an accessory to help with the crystal guns! An Augmenting Helmet. downside: must wear this in each public ISP spent counts double which is frickin' awesome. 50K credits, it costs as much as a suit of armor but is totally worth it. Has 30 MDC of its own, which is respectable for just a helmet. The only problem is that I have no idea how taking the helmet off most regular suits of armor would affect their general MDC. I think we have a breakdown for Dead Boy armor somewhere, Sourcebook one? There's also a telepathic communicator which allows telepathy to work up to 10 whole miles away. It costs more than the helmet. Psionic Crystal Armor has 35 MDC with a 70 MDC forcefield. It activates 4 times a day (so, if we're using healing surge math, 280 MDC) without charge and then costs 20 ISP to activate after that. It seems to recharge its "uses" on its own. 100K credits, again pretty cool. Also adds +2 to psi-saves when the field is up. this is how i envision it shut up. The noro are a generally peaceful race who weren't super-keen on developing weapons but they live in the real three galaxies and so build some power armor for defense. These suits are mega-damage courses, but since they're psychic they're extra graceful and lightweight, easy to wear and difficult to fit with mechanic upgrades because they are so artificialy designed. The originals "V" model didn't work in space, and this was a problem, so they made an "X" model that does. Suddsuply the X model has been phased out of active CCW service as being inferior to other battlesuits. That's disappointing. They have big blocky shoulder-things that have some missile launchers in them. If the head is destroyed, the armor will be rendered useless. It should be mentioned that these suits are 9 feet tall I guess. The head has 100 MDC, the body 210, and the psionic force field has 200. That's...respectable. The suit costs 1 ISP per hour to operate which is astonishing both in efficiency and in having a piece of psychically powered equipment that doesn't suck. The suit has a 2,000 ISP crystal reserve, and the operator can power it directly. Weapons-wise it can fire mind bolts at 2 ISP which do 4d6, fire up to 16 missiles that do missile damage, and comes with a gravitic rifle that has a 2,000 round drum (!). It can also shoot a "Fear Beam" forces a save vs psionics or be -3 to strike, parry and dodge and a 50% chance of them simply turning and running for 1d4 minutes. That's not a bad buff. The suits also have the standard sensors of most power armor as well as See Invisible and Telepathic Communication built in. Whatever the CCW has will have to work hard to make these suits "inferior." They cost a shitload of money (4 million for nonflying, 8mil for flying. Really, 4 million for a 550,000 credit grav harness? You guys are getting ripped off) but the fear beam and general capacity make this a pretty good unit. There is no OOC that specifically gets this as a pilot suit, so you'd have to do some wrangling with a GM to have one, but it's not that different from having a SAMAS in the party. It has a much lower damage output (having no massive rail gun) but it has a lot of other advantages. I like the crystal stuff even with its uninspiring illustrations. Mostly because it's different, it's psychic or techno-wizard weaponry that doesn't suck, and doesn't somehow destroy the wielder. Carella's fingerprints are all over it, KS probably just wasn't interested in it at all to have let this get through. Next: Robots and Power Armor! We're done with personal weaponry! Robots and Powered Armors of Phase World posted by occansnailfile Original SA post Rifts Dimension Book 2: Phase World Part 17: Robots and Powered Armors of Phase World "Although giant robots and power armor are not quite as common as they are on Rifts Earth" - why not? Because space is better - they play an important part of military operations of the Three Galaxies." Given the overt anime-influence on Rifts in its art and development I am kind of amazed that they didn't shove a whole lot of Gundams in there. I mean that psychic power armor was phased out on the second model for being "inferior," what've they got that's better for killing zacks? See Rifts: Mercenaries for Naruni stuff that is also available sold separately in the Three Galaxies. The United Worlds of Warlock mass produces Mystic Power Armor from Rifts Core and I'm going to re-review that now. Let's see: Can use Call Lightning for 6d6 and Fire Bolt for 4d6, each twice per round. I'm assuming the fire bolt is for when you have more than two attacks. It can cast Magic Net, Fly as the Eagle, Globe of Daylight, and Superhuman Speed and Strength at will. It only has 150 MDC though, which the Armor of Ithan spell and 100 PPE can fix up with. That's cheaper than buying a new suit but really not a lot of MDC on the power armor scale. It can also Breathe Without Air, has Eyes of the Wolf and See Invisible, and has Impervious to Fire which IIRC is of somewhat limited utility but not bad to have. It can also cast Chameleon, which is probably handy for those times you need to sneak in power armor. okay yes there are times you can have all this for the low, low price of two million credits. Or 3800 PPE and 50,000 credits of clear quartz and a diamond "worth 20,000 credits." Rifts doesn't even have the Elemental Plane of Earth explanation for why gem prices are stable. Oh, and nine months of constant labor. That comes out to about 7,400 credits a day for a Techno-Wizard's work-and here your parents said you were wasting your potential going into magic sword design. Oh, wait, the UWW sells it for 500K, a bargain. It's not a bad suit but not very competitive damage and durability-wise with more robust suits, and not quick to produce. The ease of repair and lack of ammo costs make it handy if it survives a conflict, though 100 PPE is more than most people need to give PCs immediately (and you might have a variety of pilots in the party depending on GM permissions) so does it carry a huge warning label like the Cosmo-Knight does. The first actual robot in the selection is the Batterram Attack Robot which is a ship-breacher plain and simple. Ships must carry a lot of mines to deal with these Silverhawk Attack Exoskeleton used by the CCW's CAF. It is normally silver-colored to match the name but it has a stealth system that lets it blend in with surrounding terrain, or even "starry sky" to go with space. The Silverhawk is used in combination with fighters to make combined assaults on larger vessels--if fighters and powered suits can take out capital ships, those capital ships are a pretty shitty investment. But it's genre I guess, and these guys try to break through hulls and attack from the inside out. They even have a disruptor to get through force fields, crotch first apparently The "wings" on the suit are just housing for missile launchers, they don't affect flight. The main body has 420 MDC which is about on par with the psychic power armor but doesn't split the totals into a force field. It's 1/3 much faster and the contragravity system apparently never runs out of juice until the reactor does, which is 20 years. The "Multi-rifle" weapon system has a Hi-laser setting that nobody will ever use that does 2d6x10, a particle beam cannon setting that does 3d6x10 (Boom gun damage, for those in the audience who might not know), can fire grenades that do damage by grenade type, and you can dual-fire both the cannon settings for 4d6x10+20 and this doesn't even take two meele attacks to do. For comparison, a Cosmo-Knight can spend 100 PPE out of an average 300 at first level to do 5d6x10 for one round. The suit can also fire missiles and they have little "bravity" guns that do 5d6 mounted on each wrist. The force field disrupter ("sic" creates "a momentary hole that the character can step through," which doesn't explain how well it would work on a personal force field--it has a very short range but would still work. The stealth system causes all attacks to be at -1 to hit. There's also a list of bonuses for "Silverhawk combat training" but there are no classes in the book that receive this by default--you'd have to take it as an extra skill and hope you were able to get the armor at some point. This is probably a good thing for balance but it isn't explained as something you need to not give PCs immediately (and you might have a variety of pilots in the party depending on GM permissions) so does it carry a huge warning label like the Cosmo-Knight does. The first actual robot in the selection is the Batterram Attack Robot which is a ship-breacher plain and simple. Ships must carry a lot of mines to deal with these problems. This robot is 70 feet tall and can carry up to ten passengers, but still counts as a small target for ship weapons (apparently we get ship-to-ship combat later) and has 2,500 MDC + a 500 MDC force field. For weapons it has a gravity cannon that does 4d6x10, a 3d6x10 laser cannon, has one missile that can do "2d6x10 or 4d6x100" I guess depending on whether your loaders hate you, and several smaller missile launchers that come out to a lot of missiles altogether. There is again a combat training skill explained which nobody can use. This ship-breaching robot does not have a force-field disrupter, the text assures me that this can fly The PA-10 "Ground Pounder" is up next, and it is a non-flying support suit as the name suggests. 450 main body MDC and particle beam cannon that can do 2d4x10 MDC. Missiles in the shoulders (obviously, if there're little round rivets in a Rifts design, they're missile ports) and mortars on the back which do 4D6 to a 30f range. That big staring chest gun does 4d6 also, comes with a free pair of robo-chucks There's some good guy equipment! Now for some bad guys! The Warlord Mk I Combat Suit is power armor made to fit the Kreeghor, who are already naturally MDC and faster and meaner than humans. Fortunately, this armor is generally only issued to elite squads. It has 400 MDC main body, an autocannon that can do 1d6x10+10, a particle beam cannon that does 2d4x10, missile launchers with fewer missiles than the Silverhawk, and forearm blades. This...is actually slightly less good than the good-guy elite armor. That's unusual for Rifts. It's comparable mind, and after you got through the armor you'd still have the pilot's MDC to deal with (an average of 80) but at that point they would be using the weapon systems and/or weapons in space anyway. The real collector's item is here. The Krum-Tank, the "Doomsday Machine" is the largest of the robots. It's 80 feet high and 120 feet long and it flies. Well, hovers, a few inches off the ground. 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So this is pretty fearsome, mostly for its ability to blanket a target in missile fire but the guns are pretty nasty too. It only goes about 80 mph but explicitly can just bust through anything less than a ton and it can fly at 300ft for up to an hour before their contragrav system runs out, so you basically can't outrun it short of the pilots needing to stop and pee. On the other hand, with all those weapon systems, this thing has to look ridiculous. It's no wonder it has no art. Next: Starships! And space skills. Spaaaaaaaaaaace! posted by occansnailfile Original SA post Rifts Dimension Book 2: Phase World Part 19: Spaaaaaaaaaaace! So, firstly there's a list of space skills that a lot of OOCs and such have. These are under the heading for "starships" and might've fit better at the front of the book or somewhere more obvious. 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