



**ABERRANT**

NOVEMBER  
TOWER



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# Nova Tech

## Super-Science Addendum for the Aberrant RPG

(these rules use the system presented in Adventure!)

### Nova Engineering

Devices with Nova powers are Innovations. Nova powers counts as a Knack equal to its Quantum Minimum per dot. Enhancements all count as level two Knacks. A Nova Innovation must have a independent Quantum score equal to the Quantum minimum of the power in question. 20 days R&D per dot of Quantum less than or equal to the inventors, 40 days R&D per dot above, maximum 5 (unless the inventor is Q6+, then the maximum is equal to Quantum).

Quantum batteries are used in place of Dixon Batteries or Energy Crystals. A Quantum battery takes 20 days of R&D for each 5 points of Quantum stored, and has a mass as listed below. Base Dice pool for Nova Innovations is 2d, otherwise handle as normal. Handle secondary functions, usability, and durability as normal. Add 30 days to R&D for Unlimited Warranty, otherwise

Capacity	Mass
5	1kg
10	5kg
15	10kg
20	20kg
25	40kg
30	60kg
+5	+20kg

as normal.

Handle weapon, vehicle, and chemical Advancements as normal. Medical advancements that boost an attribute above 5 count as the appropriate Mega-Attribute (no enhancement) max 1 for baselines).

The Fast Tasks enhancement reduces construction time by 50%, Speed Reading reduces R&D time by 25%, and Mega-stamina allows the inventor to work non-stop for days on end, reducing R&D time by 1 day for every two days the characters spends forgoing all other things (including sleep). The Enhancements Scientific, Medical, and Engineering Prodigy allow the inventor to reduce R&D by a number of days equal to Mega-intelligence per success beyond the first on the appropriate R&D roll.

### Powered Armor

Here are rules to design the ever popular suit of "Powered Armor". Note that these rules are intended to create suits that are more "Mecha" than "Iron Man".

To posses a suit at character creation, the player will have to purchase the Backgrounds of Gadget 5, Resources or Backing 4, and Contacts 4.

In combat, the Pilot skill is used for Dodges and complex movements. Gunnery is used for Integrated weapons. Firearms is used for hand held weapons. Brawl is used for hand to hand combat ( even the swiftest machine still relies more on force than finesse in a close quarters fight.)

### Basic Stats

**Handling:** The bonus ( or penalty) given to pilot roles while operating the suit.

**Speed:** Lists the modifier to the Pilots combat movement, as well as Cruising speed (CS) and Top speed (TS) out of Combat.

**Hand to Hand & Strength Effect:** This is the



amount of Damage the Suit does in Hand to Hand combat. The Strength Effect is the number in Brackets ( []). This value operates as automatic success on Might and Strength based damage rolls. The suit can lift a base weight equal to 500kg X Strength Effect.

**Electronic Integrity(EI):** This value represents how well the system holds up against Electronic tampering ( E.M.P pulses, Cyberkinisis, etc.) The value is rolled to resist such tampering.

**Maximum Initiative:** A mechanical suit can only move so fast. This value is the highest base initiative the suit is capable of. Use the lower of either the pilots or the suits initiative.

**Power:** The longest duration the suit can operate at full capacity before it “ runs out of Gas”. The suits battery recharges completely after 5 hours of total rest for a large suit, 3 hours for a medium suit and two hours for a small suit.

**Armor:** The suit provides vehicle scale armor. If the armor add is higher than the base damage(before combat success is added in) than the attack inflicts no damage. The pilot is unharmed by damage inflicted to the suit, until the suit is down to **breached** on the damage track( see. Damage track)

**Damage Track:** Much like a character, the suit has health levels. The track is as seen below. Penalties are applied to all dice pools related to piloting the suit.

When the suit is **Breached**, the pilot will suffer the effects. Every direct hit, whether it damages the Armor or not, will inflict one die of the appropriate damage( Bashing or Lethal). Demolished Armor provides a armor value equal to it's Armor Add to the pilot, all excess is applied to the pilot. Any remaining weapons may very well discharge and the suits power core might explode.(St's discretion.) Demolished armor is only good for scrape.( hopefully you have a spare.)

**Sensors and Communications:** Powered Armor Comes with the following features :

- Radar ( 15km radius)
- Optical Sensors with Infrared and Ultraviolet vision.
- Radiation and Life sign sensors. (100m radius).
- Radio and Satellite uplink. (GPS included).

**Life Support:** Each Suit protects it pilot from extremes of external pressure and temperature. The duration of Life support is listed for each size class. Life Support is compromised(remaining duration cut by 70%) when the suit is **Wrecked**.

**Advancement Options:** Maximum Number of advancements that the Armor can support.

**Weapon Mounts:** Number of weapons that can be built into the Armor's systems.

**Construction Time:** Base R&D for creating a suit of that Size class.

**Chassis:** The suits are separated into three Size classes, each with it's own specific attributes.

Structure Level	Penalty / Description
Scrapped	0 / Cosmetic damage
Dented	-1/ Minor Structural Damage.
Battered	-1/ Serious damage Speed limited to CS.
Smashed	-2/ Significant Damage CS halved .
Breached	-3/Structure Unsound -4m Combat Speed
Wreked	-4/ Only capable of Walking speed.
Broken Down	Shutdown, cannot move and has no power.
Demolished	Destroyed. How much did that thing cost you?



### Large Armor

Handling:	-2	Maximum Initiative:	8
Height:	4.5m to 6m	Life Support:	6 Hours
Mass:	6 to 12 tons	Power:	4 Hours
Combat Speed:	+3 run / sprint	Weapon Mounts:	4
CS:	20kph	Advancement Options:	15
TS:	50kph	Damage Track:	+3 scraped, +1 breached
Hand to Hand:	8L	Basic Sensor & Communications	
Strength Effect:	[8]	Base Time:	200 days
EI:	7		
Armor:	5 [8]		

### Medium Armor

Handling:	+0	Maximum Initiative:	10
Height:	3m to 4.5m	Life Support:	4 Hours
Mass:	2 to 6 tons	Power:	6 Hours
Combat Speed:	+5 run / sprint	Weapon Mounts:	2
CS:	30kph	Advancement Options:	10
TS:	60kph	Damage Track:	+2 scraped, +1 breached
Hand to Hand:	6L	Basic Sensor & Communications	
Strength Effect:	[5]	Base Time:	250 days
EI:	5		
Armor:	3 [5]		

### Small Armor

Handling:	+2	Maximum Initiative:	12
Height:	2m to 4.5m	Life Support:	4 Hours
Mass:	.5 to 2 tons	Power:	8 Hours
Combat Speed:	+7 run / sprint	Weapon Mounts:	1
CS:	35kph	Advancement Options:	8
TS:	70kph	Damage Track:	Standard
Hand to Hand:	S+3 B	Basic Sensor & Communications	
Strength Effect:	[3]	Base Time:	300 days
EI:	4		
Armor:	1 [3]		

## Power Armor Advancements

- **Additional Weapon Mounts** (Max +2 Large, +1 Medium, none Small) 10 days/level.
- **Additional Armor:** 1[2]/ level (Max +4 Large, +3 Medium, +2 Small) 10 days/level.
- **Improved Handling:** +1/level (Max +1 Large, +2 Medium, +3 Small) 10 days/level.
- **Improved Speed:** +1 run& sprint, +5kph/level ( Max +2 Large, +3 Medium, +4 Small) 10days/level
- **Atomic Power:** 3X Power duration. Gives the equivalent of Quantum 1, Quantum Pool 10. 40 days Large, 60 days Medium, 80 days Small.
- **Flight:** -1 Handling, +10% Mass. Base Speed: 30m/ 100 kph (Large), 35m/ 150 kph (Medium), 40m/ 200 kph (Small). -1 hour Power. Counts as two options.
- **Improved Flight Speed:** (5m/20 kph)/level (Max + 3 Large, +4 Medium + 6 Small ) 10 days/level.
- **Targeting System:** +2 Accuracy Ranged Attacks. +15 days .
- **Improved Strength:** +2 Damage Effect/level.(Max +3 Large,+2 Medium +1 Small) 10 days/level.
- **Improved Structure:** +1 **Dented** Structure level/ Level (Max +4 Large +3 Medium, +2 Small) 10 days/level.
- **Improved Sensors:** +3 Dice Awareness. +10 days.
- **Miniaturized Construction:** + 4 Advancement Options. + 60 Days. Cannot be taken at character creation.
- **Agility:** Allows use of Pilot skill in place of Brawl in Close combat. +40 Days Medium, +20 Days Small. Reduces Final Power Duration by 40 %. Not available for Large. Counts as two Options.
- **Linked Fire:** Mounted weapons can be simultaneously discharged at a single target. Roll Once for all linked weapons. +10 days.
- **Leaping:** Strength Effect X 5m across. Strength Effect X 2.5m high. ( 20 Days Large, 15 Days Medium, 10 Days Small).
- **Sensory Shields:** +4 dice to Resist Strobe Effects. +5 Days.
- **Hardened armor:** Armor functions as Impervious extra. +50 days.
- **E.M.P Protection:** +3 Dice to resist E.M.P . +15 Days.
- **Security:** Armor only Operates for Authorized Users. + 3 Diff. Intrusion +5 days.
- **Computer Failsafe:** +3 Dice resist Cyberkinisis. +5 Days.
- **Neural Interface:** +2 Initiative, +1 Handling. Ignore Initiative Maximum. -30minute power. +70 Days. Counts as two options.
- **Glory Device:** Self-Destruct Sequence with Variable Timer. 15m Area-10[15] Large, 10m Area- 8[12] Medium, 5m Area-6[9] Small. +10 Days.
- **Energy Weapon Recharge:** Recharge Energy Weapons, Subtracts 30 minutes from Power Duration.



- **Articulation:** Fine Manipulation possible with the suits mechanized hands. +15 days, Medium only.
- **Ejection Seat:** Launches the pilot clear of a Damaged Suit. +15 days Large and Medium only.
- **Smooth Running:** Allows the suit to make Stealth attempts using the pilots Stealth skill. +15 days . Small only.
- **Radar Invisible:** Opponent must make a Awareness Test vs. +3 difficulty to detect the Suit on Radar. + 15 days. Medium and Small only.
- **Chameleon Color:** Suit can shift color to appropriate Camouflage . +3 Stealth. Ceases to function at **Battered**. –30 minutes Power.+ 15 days. Medium and Small only.
- **Quadruped movement:** Non-Humanoid locomotion. Combat movement Doubled. Add 30kph to CS&TS. –30 minutes power.+30 Days Large and Medium only.

#### Power Armor Weapons

Weapon	Accuracy	Damage	Range	Area	Ammo	Size	Rof
30mm Cannon	0	8L[5]	800m		100	All	21
Grenade Launcher	-2	As Grenade	400m	Varies	12	All	1
Railgun-Large	0	9L[10]	2 km		20	L	1
Railgun-Medium	0	7L[8]	1 km		30	L,M	3
Railgun- Small	+1	10L	800m		30	All	3
MiniGun	0	10L[10]	800m		1000	L,M	Special
Laser-Large	+2	13L[12]	1km		10	L	1
Laser-Medium	+2	8L[8]	800m		15	L,M	3
Laser-Small	+2	6L[5]	800m		20	All	3
Gauntlet Laser	+2	8L	400m		30	S	10
SAM- Large	+2	15L[15]	40km	10mr	1	L	1
SAM- Small	+3	12L[12]	4km	8mr	3	L,M	1
Mini-Missiles	+1	10L	500m	3mr	8	L,M	4
Screamer	0	8B	50m		15	All	3



### Weapon Notes:

- Grenade Launcher uses Standard Grenades
- MiniGun is only capable of Full-Automatic Fire. It inflicts a minimum of 3dice damage to any Target without Impervious.
- Gauntlet Laser is capable of Semi-Auto Bursts.
- Screamer also inflicts 8d Strobe (Hearing) effect. Weapons also ignore body armor or the Armor power.

### Adding Nova Innovations.

Adding a Nova Innovation to a Suit of Armor is done as follows;

- The Innovation must be developed Separately . If the suit it is being built into has Atomic Power, then the Innovation automatically receives Quantum 1, Quantum pool 10. Every 2 dots of Quantum uses 1 option (rounded up). Every 20 points of Quantum pool uses 1 option. The points provided by Atomic power are not counted for the previous figures.
- The Innovation uses a number of Advancement options equal to it's Knack level for every two levels of the knack. (rounded up).

### Repairs:

A damaged suit can be repaired using the standard repair times listed on pg. 279 Aberrant. A difficulty equal to ½ the level of Advancement Options used (rounded down). Resources equal to 1+ the dice penalty of the Damage level are also needed. Repairing a Innovation requires Mega-Intelligence and a competent knowledge( 3+ levels) of Engineering.

### Construction and Costs:

The Base Construction Time for Powered Armor is as listed on pg.178 Adventure!. If a Project spends over 270 days in R&D, then it's final construction time is equal to 6months + ( 1/2 Final R&D time). The project will cost a number of resource dots equal to 1+ the number of months of Construction Time. A character who doesn't pay a minimum of two resource dots a month halts construction until payment resumes.

### Cutting Corners:

By allowing a few\*ahem\* manufacturing flaws to creep into the suit, a Character can shave

Months off construction, which is a lot easier on the pocket book. Hopefully the system flaws won't prove fatal. The following is a list of possible flaws.

- **Handles like a Boat:** -2 to handling, Cannot be taken with Improved Handling. -20 days construction.
- **Uncomfortable:** Pilot Rolls suffer +1 difficulty.-15 days construction.
- **Cheap Materials:** No Scraped Damage Level, Armor provide [1] less level of protection ,per level. Cannot be taken with Hardened Armor. -20days Construction.
- **Shoddy Electronics:** -2 EI rating.-15 Days Construction.
- **Delicate Communications:** When the suit takes damage roll 2d vs. standard difficulty. A Failed roll means that communications are offline for 1d10 turns. A botch disables the system until repairs can be made. -15 days construction.
- **Slow:** -1 run & Sprint, -5 kph CS&TS/level. -10 days Construction per level. Cannot be taken with Improved Speed.
- **Weak:** -[2] Base strength effect. Base lift is 300kg X Strength effect. -20 days Construction.
- **Clumsy:** -2 Initiative. Cannot be taken with Agility or Neural Interface. -20 days Construction.
- **Gas Guzzler:** Reduce Power by 30%. -25 days Construction.
- **Twitthy Systems:** The weapon system with this flaw refuses to occasionally. When the weapon is used, roll 3d. The weapon doesn't fire on a failure. On a botch it refuses to fire until repairs are made. -10 days construction.
- **Flawed Containment:** The Atomic Power core is assembled poorly. When the suit is at **Smashed** or worse, Radiation leaks into the Pilots Chamber. This inflicts 1 level of Lethal damage a hour, and may result in long term health problems. -30 days Construction.
- **Weak Life support:** Life Support duration reduced by 30%. -15 days construction.
- **Death Trap:** The suit may violently explode, combust, or do something equally unpleasant when severely damaged. When **Breached**, and whenever the suit takes damage afterwards, roll 5d. On a failure, the suit catches fire, inflicting 7d L every turn until the pilot escapes. On a botch, the Suit Explodes, inflicting 5[8] L to the pilot and anyone in a 5m radius. -40 days Construction.