

# LEGION Power Armor Design Document

Power Armor for TiTS

by Omega12008 and Erratum

[Project Docs:](#)

[Introduction:](#)

[Basic Concept:](#)

[Implementation: \(TBD\)](#)

[Upgrades:](#)

[Equipment:](#)

[Acquisition \(Questions\):](#)

[Suit gained by:](#)

[General Designs:](#)

[Power Creep:](#)

[Ideas Section:](#)

[Cosmetic Customizations:](#)

[Upgrades:](#)

[Weapons:](#)

[Crew Interactions:](#)

[NPC Interactions:](#)

[Starship Integration:](#)

[General Usage:](#)

[Starship Module system: \(Armor Workstation/Forge/Development center\)](#)

[Planetside Interactions:](#)

[Space Interactions:](#)

[Backstory/Lore](#)

[Acquisition:](#)

[Weapons:](#)

[Equipment:](#)

[Passive equipment:](#)

[Active equipment:](#)

[Abilities \(Ideas\):](#)

## Project Docs:

[Reaper Ind Backstory/Lore](#)

[Reaper Ind Store](#)

[LEGION Power Armor Space Encounter](#)

[Anya/Johan Character/Codex](#)

# Introduction:

This intent of this document is to plan out a power armor system for Tainted Space incorporating separate paths for light, medium, and heavy armor, as well as a full-featured upgrade system to allow for greater customizability of armor. This will also provide a framework for the implementation of other future power armor projects not currently possible in the TiTS engine; the intended implementation will be discussed in detail in a later section.

Color Legend:	
Orange:	Core Additions
Blue:	Concepts
Red:	Callouts

## Basic Concept:

Power armor is intended as a versatile alternative to the more 'static' armor sets in place in TiTS. (Presently, the only 'customizable' armor in the game is the Grey Goo Armor / Nova.<sup>1</sup>) The concept is to allow for three distinct 'base' armors (Light / Medium / Heavy) with shared upgrade options, organized along various 'themes' linked to existing in-game organizations. The key element for balancing will be level-locking of upgrades, preventing a player from growing too powerful too quickly. A condition and repair system is intended to further balance the armor in gameplay by forcing the use of resources to maintain the suit's condition.

### Key Points:

- Player-upgradable - allows the player to customize armor for specific role
- Multiple upgrade paths
- 3 'base' armors with different bonuses and maluses and one Event Reward Set for endgame.
- Fits into ingame lore
- Balanced based on player level to help prevent steamrolling encounters
- Condition system as secondary balancing mechanism
- Power attribute for suit determines maximum number / strength of upgrades
- Suit-specific weapons available, but can use 'regular' weapons

---

<sup>1</sup> The Grey Goo Armor can be customized through dialogue, with the customization options locked by both events and player level. However, this is done by setting variables on the armor which modify the player's perks and stats.

## Implementation: (TBD)

Two implementation paths have been suggested for power armor.

~~NPC ("Nova-redux"): The power armor functions as an NPC when not equipped, with the modification table / forge taking the place of conversations. When equipped,~~

- ~~• Would need to override special abilities / add abilities depending on suit upgrades~~
- ~~• Perks for medium / heavy armor showing penalties to tease / mobility / reflexes~~
- ~~• How can armor abilities be viewed by the PC when armor is equipped? Codex?~~
- ~~• Upgrade abilities shown as a perk for buffs (e.g. Airtight, Cybernetic Enhancements)~~
- ~~• Display for suit condition? Replace Shield bar? Perk notification if suit condition is low?~~

~~Better to boost player abilities to set level, or flat bonus? (e.g. if player has 25 Physique and equips power armor, Physique increases to 50, but if player Physique is above 50, Physique is not increased further / is reduced to 50)~~

~~Fake PC: Instead of modifying player stats, a 'fake' PC with appropriate stats replaces the 'real' PC when power armor is equipped. This could allow for some neat gameplay mechanics like remote drones / mind controlled enemies.~~

## Upgrades:

Upgrades will be restricted by player level **as well as restricted by number** for balancing reasons.

Upgrades will be available from a number of different vendors (faction NPCs, existing merchants) as well as craftable by certain crew members or by the PC (if of appropriate level / skill). Upgrades will also be different between vendors to add more possible variety; **unique upgrades may only be available from specific vendors, or have slightly different stats as compared to a 'standard' upgrade available from all vendors.**

Upgrades are further limited by **Power** consumption (one version may have a 2 point draw while the more expensive and vastly more powerful version has a 7). The suit's **Power** can be increased through specific upgrades (i.e. more efficient reactors/power cores) or by power core extensions such as power packs, which are balanced by debuffs on reflexes and mobility.

Upgrades come in two primary forms: **Weapon** upgrades, which increase the offensive power of the suit; and **Utility** upgrades, which will increase the versatility of the suit (e.g. by improving PC stats when the suit is equipped). Cosmetic upgrades will also be available, **again with some**

locked to faction reputation / player level, and can be purchased at vendors or possibly from a ship terminal.

## Equipment:

Certain equipment will be designed for use in power armor, with penalties if used by players not wearing power armor (e.g. reflex / aim penalties, or high Physique requirements).

- New Vegas Implementation?
  - You need a certain level of a certain stat to get the most out of a weapon
    - ie strength 8 for anti material rifle?

## Acquisition (Questions):

Suit gained by:

- Working for Factions?
- Small Quest?
- Purchased?

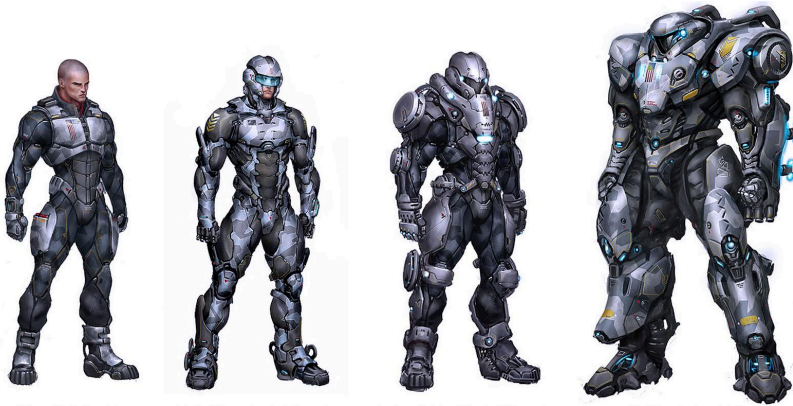
Suit Upgrades by:

- Working for Factions
  - If a faction relationship tracking variable is implemented, probably based off of that
- Sexual Favors to NPC's
  - Number or affection? Maybe separate thresholds for each?
- Purchased
- Crew Built
- **All Locked to Level/Progression**

## General Designs:

- (Alpha) Light Suit - Smuggler
  - Light Suit
  - Few hardpoints for Weapons but more for Mobility devices.
  - Provides few status buffs/Large mobility Buffs
- (Beta) Medium Suit - Tech Spec.
  - Medium suit
  - Even distribution of Weapons and Mobility devices
  - Provides moderate status buffs/No mobility buffs/debuffs.
- (Gamma) Heavy Suit - Mercenary
  - Heavy suit
  - Large number of Weapon hardpoints few Mobility devices.

- Provides large status buffs/Large mobility debuffs.
- (Delta) SuperHeavy Suit
  - Super Heavy suit
  - Definition of a walking tank, with an arsenal to rival a static weapons emplacement.
  - Massive Mobility Debuffs
- (Omega) ExtraVehicular Combat Unit
  - More of a Mech than a power armor. Goliath of metal and armed to the teeth to engage and destroy starfighters and starships. Only usage is for space combat and starship point defense.



## Power Creep:

Try to balance it so you can constantly have the armor if you want, can have one of the three types depending on your Class. Each set has many upgrades but they are generally universal to alleviate the “customization blob” that comes from too many choices.

## Ideas Section:

Variant upgrading?:

- Light variant can be upgraded to Medium, Medium to Heavy, and reverse.
  - Start out with a MK1 trainer suit and “learn” to use it before being sold an upgraded suit.
  - Mk1 Trainer suit used in Reaper Arm. Training VR center?
    - Section of store designed to help new buyers “try before you buy”.

### Aftermarket Upgrades?:

- Visual appearance?
  - Black Void
  - Reaper Militant
  - StormGuard

### Cosmetic Customizations:

- ~~Color~~
  - ~~Basic Colors: Red, Orange, Yellow, Green, Blue, Indigo, Violet, Black, White, Grey.~~
  - ~~Camo patterns?~~
    - ~~Digital, Striped, Woodland using variations of above colors~~
- ~~Weapons~~
- ~~Emblems~~
- ~~Armor is Gunmetal Grey~~

### Upgrades:

- Reactor (more energy for abilities)
  - Better Reactors = More ability uses
  - Longer Deploy timer?
- Armor (Better defense ratings)
  - Coatings (Resistances)
  - Seals?(Airtight, Watertight)
- Flight pack? (Mobility Buff in the form of skiing around the terrain) (Tribes FTW)
- Anti Grav system? (jetpack alternative for quicker running instead of “skiing”)
- AI/VI (buffs accuracy and reflexes, maybe have self administering medical items or reduce “reloading” cooldowns for abilities)
- Neural upgrade (Cybernetic implant for interfacing with armor)
- Hardpoint upgrades (More slots for weapons at the expense of mobility and reflexes)

### Weapons:

- Shoulder weapons (cannons, missiles, support weapons etc)
- Wrist weapons (Machine guns, flamers, micro rocket launcher, blades(Clone commando blade punch))
- Gauntlets (Elemental punch, Pneumatic impact weapons)

- Melee weapons (Hammers, Shields, Swords, Maces)
- Ranged Primary weapons (Large Revolvers/Pistols, Rifles, Machine Guns, Cannons)
- Elemental weapons (large flamethrowers, arc guns, ice casters, lightning coils, blades with elemental status effects)

#### Crew Interactions:

- Yammi: Rations (Packs meals into its cargo hardpoints?)
  - "Home Cooking" status effect for ?? hours, allowing Steele to restore 50% more HP and energy while resting after consumption of Rations.
- Anno: General Mechanic/Researcher (Possible Materials/Weapons supplier/middleman (woman)?)
  - Suit Repairs and Recharge take 50% less time when Anno is crewmember due to Scientific background
  - Possible Warpgate testing for planetary deployment?
- Nova: Goo (Acts the same as her armor state but can focus more on medical administrations)
  - Applies Healing out-of-combat at a rate of XX per hour
  - Allow for sexual release out-of-combat
- Bess/Ben
- 

#### NPC Interactions:

- Needs: ([Link To NPCs](#))
  - Specialized mechanic for building/repair (Johan)
  - Weapons Merchant (Anya)
  - R&D for Power Creep
  - Maybe Vendors who have schematics for different versions or willing to put you intouch with Legion Industries reps for commission work.

#### Starship Integration:

- Power Armor station
  - Provides general customization and hardpoint swaps.
  - Allows for Upgrades after certain points (Content locks)
    - Planets and Levels most likely
      - I.E. Can't get upgraded chassis until Uveto AND lvl 9 etc
- Power Armor Deployment/Recovery device
  - Pricy Beacon grenade
    - Ballpark 10000 credits per grenade?

- Takes up Item slot and stacks in 3
- Most Likely Carrier unit, maybe when using larger ships it's delivered by transport by your crew

### General Usage:

- Works like regular armor but more buffs and has a workstation to upgrade/modify, Kinda like how the PC can customize Nova in the appearance tab.
- Buffs and Debuffs open up new combat/adventure options
  - Door won't budge, key other side of ship/station/base. Just kick it in.
  - Traveling thru forests or deserts is harder in heavier suits while wading thru water is much easier. Vise versa for light, while medium is rounded.

### Starship Module system: (Armor Workstation/Forge/Development center)

- Starship Workstation device: (Repair/Refit)
  - Introduced to keep the system up to date/help it keep pace with higher tier enemies at the cost of having to actually get the materials and have someone work the armor.
- Starship Construction Device: (Forge)
  - Have it so you have to periodically repair/reforge the armor, depending on damage taken and loss rate.
  - Have to replace reactor core periodically due to usage
- Starship R&D device: (Development center)
  - Upgrade/Modify weapons, gear and modules for a credit sink/time sink

### Planetside Interactions:

- Have the Armor use a power timer? When you run out of power the armor shuts down and has you step out. Balance this by carrying Power Rods that you just slot into the back of the armor or into the collarbone area depending on type?
- Have it do the opposite for exposition, the more you wear it the lower your rating will get?
- Heavy var. Reduces Sex Appeal Astronomically (all except a few NPC's find you hot as shit) (*\*cough cough\* Captain Khorgan \*cough cough\**)
  - Removes tease
  - During Loss scene you armor ejects you
- Medium var. Is full body armor, not super sexy but not tin can sexy.
  - Reduces tease
  - Treated as normal armor during loss scene
- Light var. Skintight suit, basically walking around showing off the goods but have armor plates in areas like chest, feet, groin, head, hands
  - Increases tease
  - Treated as normal armor during loss scene
- EVA var. Treated as ship



- Mobile suit?
- Can maybe have special actions where you utilize modules of the power armor (Jetpack, grav-pack) to reach new areas or take shortcuts.
  - Alternatively can have special PA only events that happen while exploring

#### Space Interactions:

- Waiting for Space Combat docs
- If possible
  - Have EVA usage for mineral mining/marketing?
    - Mineral Nodes can be Sold to Steele Tech for some quick cash or be used to upgrade the armor depending on the node.
    - EVA boarding of defeated vessels instead of docking or emergency support for rescue encounters
      - IE when pc EVA jumps to Saendra's ship.
    - Used in Boarding Combat (if possible)
      - Boarding Encounters only?
  -

#### Backstory/Lore

#### Acquisition:

- Encounter for prototype with very shitty stats: [Link to Encounter Doc](#) (Project for later for people who don't have loads of money for the down payment)
  - Old/Discontinued prototype/Beginner Set?
    - Mk I prototype variant? Skimped on everything and supposed to be base set for the Consumer Variants.
      - Can keep for a moderately useful armor set early game or return to Reaper Industries for a credit reward or a discount on a new set.
  - Probably Loot from a pirate encounter?
    - Most likely Highest acquired will be Mk2 or Mk3?
      - Can only Happen ONCE
- Purchase from Store
  - Will be a base set:
    - Most available armor sets for purchase will be Light and Medium sets.
      - Customized versions that you don't customize yourself will have to be special ordered.
    - Heavy's will have to be special ordered due to materials and the raw firepower they provide (vendor safety)

- Could have it be like the orange myr pill and have a timer for completion from a few days for basic set to a week or two for personalized set.

## Weapons:

### Shoulders:

- Grenade Launcher
- Rocket Launcher
- Miniguns
- Beam Cannons
- Micro Missile batteries
  - Takes both shoulders and backpack slot
  - Can have Elemental Damage
    - Frost, Flame, Electric
- ACE cannon
- Artillery Cannon
  - Takes up both shoulders, Back, and Leg upgrades
    - Cannon mounted on right shoulder, loader reaches from left shoulder, Leg
    - Drastically reduces reflexes and mobility by causing you to be Rooted
    - Devastating AOE attack, causes strain on Power Armor and damages uses due to heavy recoil (Physique check?)
- Mortar Cannon
  - Takes up both shoulders
    - AOE attack

### Arms:

- Wrist mounted Shotguns
- Pneumatic impact weapons (Hammer, Pike, Lance)
- Elemental Gauntlets (Shock, Freeze, Burn)
- Flamethrowers
- Elemental Blades?
- Wrist mounted missile launchers
- Wrist mounted beam weapons
- Wrist mounted Riot Grenade Launcher
  - Flashbangs/Lust Grenades

### Primaries:

- Assault Rifle with Backpack loader
  - Large Scale ZK rifle?
    - Crazy Carl returns!

- [Explosive Mining Spike Launcher](#)
  - “Just ram that dynamite into the ground”
- Minigun with Backpack Loader
  - [brrrt](#)
- Chaingun With Backpack Loader
- Laser Carbine with Backpack power unit
- Power hammer and Defender Shield
  -
- AT Rifle with backpack loader/stabilizer
  - Backpack drops stabs, lowers agility, increase aim
  - Possibly a special?
  - Ignores armor?
- Belt Fed Grenade Launcher w/ Backpack
  - Fires in singles with a small AOE damage
- Large Scale revolvers?
  - Large caliber, AP explosive rounds
- GooCannon (Grey Goo heavy cannon)
  - Goolauncher for PA
  - Possibly requires Grey Goo Canisters
    - Entire Grey Goos that have been reprogrammed by Anno?

## Equipment:

### *Passive equipment:*

- Energy Shields (Projector)
- Physical Shields (Shoulder mounted)
- Targeting VI (Helmet mount)
- Thruster sets
  - Backpack
    - Jump pack
  - Leg Units
    - “Skiing”
  - Fullbody thrust sets (Arms, Legs, Backpack)
    - Better Mobility, allows for “Controlled Flight”
  - Reduces movement time by X
- Antigrav Units
  - Boots
  - Backpack
- Temperature control system
  - Heating for Uveto

- Cooling for (Planet X)
- Drone Module
  - Allows for multiple drones?

*Active equipment:*

- Hardlight Shields
- Countermeasure systems
- Combat Drones (1-2 turns active tops)

Abilities (Ideas):

- Flight Pack (requires Jetpack upgrade)
  - Works like the Hoverboard and Jetpack but has a drain on energy in the suit
    - Should be toggleable
    - Should Disable the Jetpack and Hoverboard
  - Ability that lets you return to safe areas? (emergency retreat?)
  - Jetpack slam?
    - Shoulder charge, using thrust from the pack to carry you forward into your enemy and cause massive Kinetic damage
- AntiGrav units (requires AntiGrav module upgrade)
  - Works like the Hoverboard and Jetpack but has a drain on energy in the suit
    - Should be toggleable
    - Should Disable the Jetpack and Hoverboard
    - Has the added ability of increasing carrying capacity
- Backpack Weapon shot (requires backpack weapon set) (ranged weapon attack will be replaced)
  - Backpack weapons replace primaries
  - Fires with backpack weapon
    - Treated as an ability due to higher damage output
    - Drains suit power quickly
- Shoulder weapon shot (requires shoulder weapon)
  - Fires Shoulder weapon
    - Treated as an ability due to higher damage output
    - Drains suit power
- Hardlight Bulwark (requires Hardlight projector upgrade)
  - Creates a Hardlight defensive wall with arm mounted emitters
    - Treated as cover for one turn
    - Will degrade rapidly when attacked
    - Draws large amount of power
- Drone Swarm

- Launches attack drones to damage enemies for one turn
    - Has two turn cooldown
    - Does area damage
    - Draws power on activation and after use (recharging drones)
- Powered Melee (default melee attack is replaced)
  - Can be augmented with gauntlet weapons
    - Blades cause slash
    - Elemental gauntlets cause damage for their element
    - Pneumatic Drivers pierce armor
- Overdrive (requires Overdrive upgrade)
  - Expend a large amount of energy to overcharge your suits modules
    - Increases damage output for all Power Armor attacks for 2 turns
    - Causes significant strain on suit energy and reactor
      - Drains 85% of total energy pool but abilities chained into double shots and are free for 2 turns
      - Reactor will become damaged
    - Can cause a system failure on early suits
      - Mk1 - Mk15
      - Mk16-Mk25 have a slightly lower chance of system failure
      - System failure is stunlock
- Juggernaut Protocol (requires Juggernaut Protocol upgrade)
  - (Heavy suits only)
    - Overloads reactor to restore 50% of energy pool for suit
    - Boosts shields X times
    - Ranged/Melee attacks are doubled per turn for 3 turns at the cost of 75% accuracy
    - Reactor will become damaged