First Circle – Combat Exoskeleton EX: Choose an existing suit of armor that you possess. This suit becomes modified so that the Power Armor track abilities can function. This suit is capable of generating a hermetically sealed environment to protect you from exposure to hard vacuum, radiation, airborne diseases, chemical weapons, aquatic environments, and the like. You gain [Immunity] to Suffocation and Hard vacuum. At will, as an immediate action you may enable this ability and become dependent on the suit’s life support system or disable this ability. This life support system is capable of functioning until the end of the [Quest]. While this effect is active, you do not have to eat or drink anything. The suit also gains an environmental control system which continually protects you from extreme temperatures as per the *endure elements* spell. While you are wearing this suit you may increase your item bonus to armor class by 1 point and your deflection bonus to armor class by 1 point and you gain one of the following benefits.

Assault Carapace EX: Your maximum hit points increase by 1 hit point per level.

Technician Gear EX: You gain a +2 bonus to two skills of your choice.

Hazard Suit EX: You gain a +1 bonus to all saves.

If you want to change which suit of armor the Power Armor track is keyed to or which bonus you receive from this circle, you may do so between [Scenes]. (Perhaps you spend the intervening time building it in a cave, with a box of scraps.)

Second Circle – Integrated Targeting System EX: You gain [Blindsight] out to [Melee] range, Ghostwise sight out to [Close] range, and [Darkvision]. In addition, choose one of the following weapon modules to add to your suit. The arc Blade and Pulse Rifle modules provide a +2 item bonus to attack rolls at 3rd circle, +3 at 5th circle and +4 at 7th circle. You may only possess one weapon module from each circle of this track that grants one.

* Arc Blade EX: An Arc Blade is a melee weapon with [Reach] and three other properties of your choice. At 5th circle, you may have your attacks inflict [Battered], and at 7th circle, you may ignore up to 20% [Miss chance] against any creature you attack with an Arc Blade.
* Pulse Rifle EX: A Pulse Rifle is ranged weapon with [Distant 2][Traumatizing] and one other property of your choice. It ignores all [Damage reduction] and all forms of [Resistance] possessed by a target for the first hit each [Round]. At 5th circle, this improves to the first two hits each [Round], and at 7th circle, each attack is treated as a 5 ft. wide line.

Third Circle – Modular Offensive Array: Your suit now possesses two weapon modules. Choose one of the following weapon modules to add to your suit. In addition, you may now swap out weapon modules between [Scenes]. You may only possess one weapon module from each circle of this track that grants one.

* Flamethrower EX: As a move action, once per [Round], you can deal 1d4 [Fire] damage per level in a 10 ft. wide line out to [Close] range. Any affected creature is entitled to a Reflex save (DC 10 + ½ character level + KOM) for half damage. Creatures who fail the Reflex save start [Burning].
* Tesla Coil EX: As a standard action, you can fire a bolt of electricity as a ranged attack that deals 1d6 [Electricity] damage per level to one creature within [Medium] range. If hit, the affected creature must make a Fortitude save (DC 10 + ½ character level + KOM) to avoid becoming [Dazed] for one [Round]. At 6th circle, if Tesla Coil hits regardless of the save, this ability may bounce to one other creature within 30 ft. of the original creature targeted. You must have line of sight and line of effect to the creature this ability bounces to. Use the same attack roll for both creatures. If this hits the new creature, that creature must make a Fortitude save (DC 10 + ½ character level + KOM) to avoid becoming [Dazed] for one [Round].

Fourth Circle – Mobility Enhancer: Choose one of the modifications below to add to your power armor. You may change the modification between [Scenes]. At sixth circle, you gain two of these modifications.

Jetpack EX: You gain the fly movement mode.

All Terrain Armor EX: You gain the burrow and swim movement modes.

Personal Teleporter EX: You may [Teleport] up to your movement speed as a move action. Using this ability does not provoke attacks of opportunity.

Fifth Circle – Hazardous Environment Module EX: Medical systems grant you [Fast healing] equal to your Key Defensive Modifier, [Lesser resistance] to all damage, and automatically stabilizes you when you are reduced to negative hit points.

In addition, your suit now possesses three weapon modules. Choose one of the following weapon modules to add to your suit. You may swap out choices between [Scenes].

* Focusing Prism EX: As a move action, once per [Round], you can channel magical energy through a special crystal lens. Any spell or spell-like-ability you use is treated as if your character level were 2 levels higher when calculating all level-dependent effects, and has its range extended by one category. These benefits last for one [Round].
* Missile Battery EX: As a move action, once per [Round], you can release a swarm of missiles that explode in four 5 ft. radius bursts within [Long] range and deal 1d6 damage per 2 levels you possess to any affected creature. A creature hit by two bursts instead takes 1d4 damage per level; three bursts deal 1d6 damage per level, and all four together deal 1d6 damage per level + your Key Offensive Modifier. Any affected creature must make a Reflex save (DC 10 + ½ character level + KOM) for half damage. Creatures who fail the Reflex save become [Checked].

Sixth Circle – Shield Emitter: The protective field generated by the suit can fulfil one of two functions, which you may switch between as a swift action. Switching between effects ends any ongoing effects granted by this circle.

Defensive Matrix EX: You gain a shield which grants a 20% [Miss chance], and you become [Immune] to [Blown away], [Checked], and [Prone].

Distortion Field EX: You gain a cloaking field which grants the benefits of *greater invisibility*.

Seventh Circle – Reactor Core Overload EX: You chomp down on your cigar (inside the hermetically sealed suit), flip the enemy the bird, and overload the suit’s systems as a swift action. At the end of your turn, your suit vents a wave of superheated plasma which deals 5 times your level damage to all creatures within [Melee] range. All those caught in the blast must make a Reflex save for half damage (DC 10 + ½ character level + Key Offensive Modifier) or be [Blown Away] and [Stunned]. You take no damage from the explosion, but are rendered [Vulnerable] to all damage for 2 rounds.

This ability may be used once per [Encounter].

Passes

DragoonWraith

Geigan

Timeless\_Error

Valixes

gkathellar

VertigoCharades

Solo