

Home Battlesuit Equipment Sheet

Jiro Uzuki

Jiro is my character for Phil Nadeau's Synthetic Saints game online.

General Notes

[cyborg.pdf](#) (117K) - what a cyborg body specialized for Jiro would look like in **GURPS Robots**.

Combat Notes

These are things meant for the GM.

When does Jiro act in the combat turn?

Move 6, Speed 6.5. Jiro has Combat Reflexes and the Tactics skill, which can influence his Initiative in groups

When Jiro's player asks for a "Body Language" check, what do I roll?

The roll can be made for only one opponent per turn. Roll Body Language (skill 15) secretly. All Vision modifiers apply. Also apply the PD of any cloak or shield the opponent uses as a penalty. The numbers below assume no penalties.

Roll

Outcome

- 3-6 Critical success; Jiro's Active Defense (if any) automatically succeeds against the attack.
- 7- Success by 3; GM tells player the specific maneuver (e.g. "Spin Kick") the opponent will use; Jiro gets +2
- 13 to any Active Defense and Close Combat rolls against that opponent; any Feints fail automatically
- 14- Success by 0-2; GM tells player the general intention (e.g. "Step and Attack") of his opponent; Jiro gets
- 16 +1 to any Active Defense and Close Combat rolls against that opponent
- 17 Failure; GM tells player nothing
- 18 Critical Failure; GM lies to player, Jiro defends at -3

What are Jiro's penalties in different gravity fields?

- 1 to all DX-based rolls per 0.2 g variation from Ayer normal (e.g. on New Queensland at 0.8 g, Jiro is at -1).
- 1 to all IQ-based rolls per 0.2 g ABOVE Ayer normal (e.g. on Crushworld at 1.4 g, Jiro is at -2).

What are Jiro's penalties when fighting in a battlesuit?

Jiro's hand-to-hand and brawling skills are the lower of his combat skill (Karate skill 15, Katana skill 16) or Battlesuit (16). His ranged-attack skills are unaffected.

What are Jiro's options if he is attacked?

- PD is normally 4. It is 6 for torso/vital shots in space-armor. It is 2 for limb shots while wearing uniform or face shots when wearing space-armor. It is 0 for face shots while wearing uniform.
- He can make a normal Active Defense:
 - Block 9 + PD
 - Dodge 7 (normally), 9 (thrusting or bare-handed attacks) + PD
 - Parry 11 (Karate), 9 (Katana), 11 (Katana 2H) + PD
- He can make an Aggressive Parry (skill 10 + PD)
- If he succeeds at a parry, he can:
 - He can Leg Grapple (skill 15) against a kick to the upper body, if his parry succeeded by 2+
 - He can immediately try for an Arm Lock (skill 17)
 - He can replace his next attack with a Riposte (Karate skill 11, Katana skill 13)

Home Battlesuit Equipment Sheet

Battlesuit

Suit Statistics

Propulsion: Leg drivetrain (1.4 kW). Body ST 80. Chemical rockets (400 lbs. thrust each) in each leg.

Arm Motors: ST 80 (0.4 kW) in each arm.

Weapons: Retractable monotalons in each arm.

Sensors: 3-mile PESA facing forward in turret. 3-mile AESA (1.5 kW) facing forward and backward in turret.

Accessories: Pupil-scanning HUDWAC in turret. Suit Computer (Complexity 3) in turret. Basic comsuite (0.1 kW) in body. Quick Access feature.

Life Support: NBC Kit (0.25 kW) in turret. Limited lifesystem (0.5 kW) in body. Trauma maintenance system in body, dispensing Suspend when pilot's vital signs flatline.

Power Plant: Nuclear power unit provides 4.55 kW for 1 year.

Fuel Tank: Light, self-sealing fuel tanks store 2.4 gal of rocket fuel in each leg.

Structure: Extra-heavy, advanced structure in body and turret. Heavy, advanced structure in each arm and leg.

Structural and Surface Features: Improved suspension. Sealed, self-sealing. Basic emission cloaking and stealth. Instant Chameleon system. Foot rollers. Clinging system. Hardpoints carrying 60 lbs. on each arm.

Armor: PD 4 DR 100 armor.

Hit Points: Bo 78, Tu 36, Legs 18, Arms 24.

Software: Computer Navigation (C2), Damage Control (C2), Datalink (C1), Targeting +4 (C3), Transmission Profiling (C3).

Ground Performance: Top speed 17 mph (Move 9). gAccel 8 mph/s, gDecel 20 mph/s, gMR 3, gSR 2. Jump-capable. High jump 2.5' (50' boosted), Broad jump distance 5' (100' boosted), height 1.25' (25' boosted). Enough rocket fuel for 19 seconds of boosted jumps. Foot rollers increase Top Speed to 37 mph (Move 19) and decrease gMR to 2.

Hardpoint Loads

To be written...

Home Battlesuit Equipment Sheet

Weapons

All weapons equipped with D-tag and anti-theft system.

Katana

A weapon in favor with Templar officers, especially those who study their cultural heritage. TL9 weapon. Monomolecular edge (+1d(10) to damage), Very Fine quality.

Type	Damage	Reach	Weight	ST	Notes
cut	2d+4(10)	1,2	5	11	+1 to damage if used 2H
imp	1d+2	1			
cr	1d+2	1,2			+1 to damage if used 2H; scabbarded

Launch Pistol

The standard sidearm of an Exile Templar. TL8 weapon. HUD adaption, laser sight (w/o, SS 7 Acc 5). All rounds have a minimum range of 3 yards and do reduced damage below that. Extra magazines are 0.5 lbs each.

Malf.	Damage	SS	Acc	1/2D	Max	Weight	RoF	Shots	ST	Rcl
Ver.	Spcl.	2	7	1800	2500	4	3~	3/3/3	-	-0

Gauss Battle Rifle

A railgun firing armor-piercing bullets from a heavy-duty magazine. TL9 weapon. APS Ammo, extended magazine, HUD adaption, laser sight (w/o, SS 7 Acc 12). Extra magazines are 4 lbs each.

Malf.	Damage	SS	Acc	1/2D	Max	Weight	RoF	Shots	ST	Rcl
Ver.(Crit.)	8d+8(2)	1	14	1800	6750	9.5	12	120/2C	-	-0

Rocket Carbine

Standard issue to Exile Templars; a versatile weapon that Jiro is familiar with. TL8 weapon. Extended magazine, HUD adaption, laser sight (w/o, SS 10 Acc 7). All rounds have a minimum range of 3 yards and do reduced damage below that. Extra magazines are 3 lbs each.

Malf.	Damage	SS	Acc	1/2D	Max	Weight	RoF	Shots	ST	Rcl
Ver.	Spcl.	3	9	1800	2500	12	10	20/20	-	-0

- APEX rounds: 8d(2) cr+ plus 1d+3 exp*5
- Shaped-Charge rounds: 4d(10) exp
- SLAP rounds: 6d cr+

Mini-Grenade Launcher

A clip-on weapon. TL8 weapon. Mated with parent weapon (usually Rocket Carbine). Extra Grenades are 1 lb each.

Malf.	Damage	SS	Acc	1/2D	Max	Weight	RoF	Shots	ST	Rcl
Crit.	Spcl.	0	9	-	500	4	1	3	-	-0

- Chemical Grenade: Radius of 6 hexes, disperses in (300/wind spd) seconds.
 - Blackout Gas: -10 to sight, IR at -5, no lasers, HT each round or 1 dmg
 - Prism Gas: normal vision at -1, no lasers, HT each round or 1 dmg
 - Riot Gas: HT-4 unless airtight, stunned (20-HT) minutes, success is at -4 to DX, IQ, or skill rolls
 - Sleep Gas: roll HT-4 every turn or go to Fatigue 0, sleep (30-HT) min
- Concussion Grenade: 6dx2 concussion
- Flash-Bang Grenade: HT-5 (-2 eye or ear guards, -0 both) in 10 yards or be stunned, reroll each turn at same penalty to recover
- Shaped-Charge Grenade: 4dx2(10) exp
- Tangler Grenade: entangled on hit, escape roll ST vs. ST 20, or Escape-3, extra Dodge to escape strands

Gauss Heavy Machine Gun (HMG)

The primary weapon for a battlesuit trooper. TL9 weapon. APS ammo, HUD adaption, laser sight (w/o, SS 15 Acc 13). Extra cassettes are 10 lbs each.

Malf.	Damage	SS	Acc	1/2D	Max	Weight	RoF	Shots	ST	Rcl
Ver.	16d+16(2) cr-	5	15	2700	10350	41	20	4000/D	23T	-1

Armor

Exile Combat Uniform

The standard uniform of an Exile Templar. TL8 Medium arachnoweave armor, light clamshell cuirass, light infantry helmet. Total weight 11 lbs.

Location	PD	DR	Notes
3-4	4	15	DR 30 vs. shaped-charges
5	-	-	
6-8,12-16	2	8	PD 1, DR 2 vs. impaling

9-11,17-18 4 28 DR 48 vs. shaped-charges; PD 4, DR 22 vs. impaling

Space-Armor

The Project Aurora standard armored vacc suit. TL9 Medium combat armor, life-support pack, two-hour air tank, rebreather, HUD, helmet light, water/ration system, waste-relief system, magnetic plates. Total weight 50 lbs.

Location	PD	DR	Notes
3-4	4	26	DR x2 vs. shaped-charges
5	2	18	
6,8,12-14	4	28	
7,15-16	4	20	
9-11,17-18	6	38	

Home Battlesuit Equipment Sheet

Sheet

Attributes

10 ST 11
60 DX 15
60 IQ 15
10 HT 11

Advantages

5 Clerical Investment
15 Combat Reflexes
5 Fit (+1 to HT rolls, lose Fatigue at half rate)
10 High Pain Threshold
15 Military Rank 3
2 Panimmunity 1 (+2 to HT vs. disease)
0 Status 1 (free from Military Rank)

Disadvantages

-10 Code of Honor (Gentleman's)
-20 Extremely Hazardous Duty
-5 Sense of Duty (comrades)
-5 Stubbornness

Quirks

-1 "All soldiers are members of a single fraternity"
-1 Distrusts technology beyond tools or weapons
-1 Enjoys wide areas and open vistas
-1 Tries to stay conscious of the larger issues at work
-1 Uncomfortable unless he knows his social position

Martial Arts

Strife Hand

Skills

2 Acrobatics-14
0 Armoury/TL9 (Battlesuit)-10 (default: Battlesuit-6)
1 Armoury/TL8 (Gyroc)-14
1 Artist-13
4 Bard-16
4 Battlesuit-16
6 Body Language-16
4 Boxing-16
1 Computer Operation/TL8-14
1 Dancing-13
0 Detect Lies-13 (default: Body Language-3)
6 Diplomacy-16
2 Electronics Operation/TL9 (Sensors)-15
0.5 Fast Draw (Magazine)-15
1 Fast Draw (1H Sword)-16
0.5 Fast Draw (Pistol)-15
2 Free Fall-15
2 Guns/TL8 (Gyroc)-18
2 Guns/TL9 (Needler)-18
0 Guns/TL8 (Grenade Launcher)-14 (default: other Guns-4)
1 History-13
2 Intelligence Analysis/TL9-14
2 Judo-14
4 Karate-15
4 Katana-16
4 Leadership-16
1 Literature-13
2 Musical Instrument (Flute)-14

2 Aggressive Parry-10
 2 Arm Lock-17
 1 Back Kick-14
 2 Cat Stance-15
 1 Elbow Strike-15
 2 Hit Location (Karate) +2
 2 Jab-15
 2 Kicking-15
 2 Spin Kick-15

Kenjutsu

2 Feint (Katana)
 2 Hit Location (Katana) +2
 1 Lunge-16
 1 Riposte-13

0 Performance-14 (default: Bard-2)
 1 Philosophy-13
 0 Politics-11 (default: Diplomacy-5)
 0 Savoir-Faire-15 (default: IQ via Status)
 2 Psychology-14
 1 Stealth-14
 0 Strategy-8 (default: Tactics-6)
 2 Tactics-14
 1 Teaching-14
 4 Theology-15
 0 Vacc Suit/TL9-9 (default: IQ-6)

Advancement

140 Attributes
 52 Advantages
 -40 Disadvantages
 -5 Quirks
 71 Skills
 22 Martial Arts
 240 TOTAL
 6 Unspent experience