

"Burning Impulse" Custom Power Armor

History

Originally a Military Specification [Impulse Powered Armor](#), the Burning Impulse has not only some of the basic aspects of its original construction, but was also substantially upgraded by the [Intelligence and Pacification Group](#). Most aspects of the machine were upgraded, and some NAM technology and weaponry was added to make it a more powerful and versatile unit. At the same time, it has utilitarian aspects suitable for salvage, to allow it to function in the more mundane capacities its owner [Alex Burning](#) requires outside of combat.

Statistical Information

Government: N/A Organization: N/A Type: Powered Armor Class: OI-M2-1A (Customized) Designer: OAW PA Design Team (Original), [Intelligence and Pacification Group](#) (Variant) Manufacturer: [Origin Industries](#)(Original), [Intelligence and Pacification Group](#) (Variant) Production: Custom Crew: One Humanoid Maximum Capacity: One Humanoid

Width: Adds 6 inches to pilot width Height: adds 4 inches to pilot height **Mass:** 320 Lbs (with Backpack)

Operational Statistics

Ground speed: 50 MPH running, 175 MPH boosted. **Air speed:** 350 MPH **Zero Atmosphere:** .25c (0.35c with supplemental thruster modules on two hardpoints)

Range: Subluminal/Intra Star System Lifespan: 5 years

Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Body: 10 SP (Armor Scale)
- Shields: 15 (Threshold 3)

Systems and Upgrades

Inherited Origin components

- Frame and Armor of Billet [Nerimium](#) (OI-M2-F3103/OI-M2-A3103)

- Military Specification Nanomuscle (OI-M2-N3103)
- [Assault Backplate](#) (OI-M2-P3201)
- Impulse II Helmet (OI-M2-H3102)
- Neuro-Probe
- [FATE Suite](#) Type S (OI-M2-C3103A, can still boot to this optionally)
- 6 standard hardpoints (shoulders, calves, forearms)
- 1 back hardpoint for backpack

Armor Changes

- Green and White with a little Gold trim
- Removable chest and thigh plates (clearly female)
- Custom Padding and SynAraS lining
- Shaplier and more powerful-looking
- [NAM Fluctuating Pigmentation Coating "Snakeskin"](#)

Custom System Modifications

- Hydrogen Collection System
- Modified [Advanced Command/Combat Executive AI](#) System (Combat Variant, main AI utilized)
- Second Neuro-Probe for remote control (headband)
- More powerful Gravimetric Engines
- General upgrades to existing systems
- Graviton Beam Projector

Armaments

- [Blister Drones](#) (5)
- [NAM HPAR-01a Heavy Penetrating Assault Rifle - "The Money Shot"](#)
- [AS4GS](#)
- [Integral Plasma Projectors](#) (2), from M10 Raider
- [NAM VBCS Sword-Short VCS-01a](#)
- [NAM VCBS Vibrosaw Knife VCS-03b](#)

Hardpoint-based Components

- X-Tech Sensor Ghost Module (this IPG-rejected system makes 100 sensor ghosts but does not trick optics, is placed on any hardpoint)
- Optional Supplemental Thruster Modules (for two leg or shoulder hardpoints, adds 0.1c to top speed)
- Salvage Module with winch, cable, and netting bag (any hardpoint, for collecting salvage)

OOO Notes

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