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Power Armor Template

The following is a template for creating power armor.

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===== Power Armor Name (this line becomes the page title) =====
Describe the power armor in a few concise sentences, including the date of
conception, the government or organization that produces the power armor, the
manufacturer of the power armor, and a description of what it does.
{{armorimage.jpg}}
===== History =====
Outline who came up with this power armor and why in this section.
==== About the Armor =====
Explain the power armor more fully with an explanation as to why the power
armor is used.
==== Statistics & Performance ====
<General notes about armor stats and performance>
  General Statistics for the NAME OF YOUR ARMOR ^^
  Year Introduced | YE the power armor was introduced
^ Class/Nomenclature
[[international:standard_product_nomenclature_system]] |
  Alternative Nomenclature | (Local or Faction-based Nomenclature ) |
  Designers | <Character or organization who designed the power armor.> |
  Manufacturer | <0rganization(s) who manufacture the power armor.> |
  Fielded By | <0rganization(s) using this power armor> |
  Range | <How long the power armor can support its pilot without resupply
or refueling.>
  Maintenance Cycle | <How often the power armor needs to be maintained.>
  Lifespan | <OPTIONAL; estimated service life of the power armor.> |
  Pricing | Price In KS |
==== Appearance ====
Convey what this power armor looks like with words. Though this is a good
place for an image of the power armor, portraying it with words is required.
==== Advantages ====
Describe what makes this power armor special.
==== Drawbacks ====
Describe the downsides and flaws the power armor may have.
==== Mobility ====
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The propulsion mechanisms of the power armor go here, as well as any specialized movement capabilities the armor has. * Ground Speed (Running): OPTIONAL; see: https://stararmy.com/wiki/doku.php?id=quide:damage rating v3#how fast can i go * Ground Speed (Hovering): See: https://stararmy.com/wiki/doku.php?id=guide:damage rating v3#how fast can i go * Max. Atmospheric Speed: See: https://stararmy.com/wiki/doku.php?id=guide:damage rating v3#how fast can i go * Max. Sublight: See: https://stararmy.com/wiki/doku.php?id=quide:starship speed standard ==== Armor Size ==== Height | Insert height in meters and feet here | Width | Insert width in meters and feet here | Length | Insert length in meters and feet here ^ Weight | Insert weight in kilograms and pounds here | ==== Damage Capacity Stats ==== See [[guide:damage rating v3|]] for a guide to damage ratings to include. DRv3 Tier: (target type, i.e.: Medium Anti-Mecha) ==== Getting In and Out ==== Explain how the user inserts oneself and exits the power armor. ==== Controlling the Armor ==== This is where you will describe how the user operates this power. ===== Systems ===== The sub-components of the power armor that are not included in the subsections below it will go here. ==== Armor ==== Convey to the reader the materials the armor is made out of and what it is immune to and what it is susceptible to. ==== Camouflage ==== The type of camouflage and how it works and what it does should be in this section. ==== Life Support ==== Whatever happens in the event of near-fatal events goes here as well as how long the suit can support the life of the wearer. ==== Power Systems ==== The kind of generator and backup systems that the power armor has at its disposal will be put here.

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==== Sensors and Communications ====
The sensors and communication equipment for the power armor should be put into
this section.
==== Weapons ====
Main weapon, secondary weapon, and all other weaponry go here.

* [[(Wiki link to weapon)|(weapon purpose) (weapon name)]]
=== Hardpoints ===
The accessories of the power armor and where they are located on the power armor should be added in this section.
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OOC Notes

Ametheliana created this article on 2016/09/20 18:52; Wes approved it on 2016/09/23 14:42. Frostjaeger updated it on 2018/07/15 11:15 after receiving approval from Wes on 2018/07/15 10:37.

Andrew updated template to include all struct required data on 1/20/2021.

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