

# Crooked Demon



**NRM Ze-M4-01a "Crooked Demon"**

## History and Background

After viewing countless video recordings of the latest NAM Elemental Series Power Armors in battle. The Red Army noticed that the Green Armors were still no match for Yamataian machinery (Most often the Kylie). However purchasing Yamataian Kylies were out of the question firstly because of the very expensive price tag and secondly the armors might not be even sold on the pretext that they will be used against a nation Yamatai has a treaty with.

But something has to be done. The Red Army then commissioned Zen Arms to develop a new Power Armor with whatever remnant Yamataian technology they have, who then handed it down to the developing team who did the M3 Dark Demons: the nutjob NRM.

The NRM knew in theory how some Yamataian military technology worked. However because the Reds never produced these components before, the parts were large and cumbersome. Upon outfitting these parts on a standard upright bipedal chassis, the total height of the mecha exceeded that of the standard bulkhead, rendering it too large to perform some of the roles attributed to Power Armors. Thus to lower the height, the new armor was designed to stand and move in a half squat.

The components were then fitted into the main body and a large hunch on the armor. Lacking space for

the pilot and eager to test out new concepts, the NRM shifted the shield generators into the forearm of the mech. As most attacks came from the forward, the mecha would hold its hands in front of its body, letting the bolts hit the source and most concentrated area of the shield thus lowering the damage of the bolts greatly.

To further take advantage of the forearm shields, the fingers of the armor would be very long vibroblade claws. The forearm shields will conflict and nullify the opposing shields upon contact, and then the mecha would then either bearhug the target (Immobilizing it and tearing at its lighter armored back) or grapple with it (Immobilizing and disarming the target). During this time the mecha would assume its full height, intimidating its victim and giving it a greater overhead reach. Standard conventional weapons are used by small sub-arms jutting from the abdomen.

Back to the pilot, NRM figured that no matter superior the machinery is, if the pilot dies then the armor is as good as useless in battle. Thus the pilot is positioned at the very back of the armor, allowing the components in front of it to be a buffer against attacks. Due to the squatting nature of the armor, the pilot cannot insert his legs into its bent legs. This is rectified by having the pilot 'squat' in the cockpit. Although uncomfortable, the pilot's legs would serve to be another (fleshy) buffer.

The hunchbackness, claws, sub-arms and squat of the finished product initially repulsed the Army representatives. However after further evaluations, the armor was deemed to be equal (if not superior) than their Green counterparts. The Power Armor would then be pressed into mass production as the "Crooked Demon".

## About the NRM "Crooked Demon" Power Armor

The Crooked Demon utilizes rough entry-level Yamataian technology, making it more than a match to the Green Armors. Its crooked shape, hunchback and large claws makes it look hideous, but its Aether cannons, shield generator forearms and vibroclaws makes it as dangerous as it is ugly. It is unwise to take one head on.

## Manufacturing Information:

- Government: [Democratic Imperium of Nepleslia](#) (Red)
- Organization: [Star Army of Nepleslia](#) (Red)
- Type: General Power Armor
- Class: Ze-M4-01a
- Designer: The NRM dudes.
- Manufacturer: [Zen Armaments](#)
- Production: Full Mass Production

## Statistic Information

- Pilot: 1
- Maximum Capacity: 1

- Length: 4.2 Feet
- Width: 4.5 Feet
- Height: 7 Feet (Squatting) 10 Feet (Full Height)
- Mass: 1 Ton
- Speeds: Sublight: .310c (Ion Drives) .240c (Gravitic) .350c (In Conjunction)
- Speeds: Hyperpulse: N/A
- Planetary: Mark 1.5
- Range: 24 Hours Oxygen
- Lifespan: 5 Years
- Hull: 11 SP (Mecha)
- Shield: 10 SP (Threshold 3/5)

## Weapons Systems

### (2): NRM Vibro Claws

These are five very long and very large [Nerimium](#) claws with sharp monomolecular vibro edges. The shield generator further down the forearm assists this weapon in penetrating shields. They are very good at grabbing (and hurting) things but cannot be used for holding and firing a weapon (and other things requiring equal dexterity). If required, the claws can be discarded to reveal normal (Albeit over sized) fingers.

Location: Both Palms and Fingers Primary Purpose: Grabbing and Melee Attacks

Damage: Tier 5 Range: Melee Rate of Fire: A swipe per two seconds Payload Unlimited

### (2): NRM Shoulder Aether Cannon

The Shoulder Aether Cannon rapid fires bolts of pure unadulterated Aether energy. Due to it being hardpointed into the shoulders, it may only fire at a 30\* Degree angle in front of the Crooked Demon. The bolts are not instant kill unlike normal Yamataian Aether attacks due to the roughness of the technology but this is made up in numbers.

Location: Above the left and right shoulders Purpose: Anti- Power Armor

Damage: Tier 7 Range: 100 KM in Atmosphere, 10,000 KM in Space. Rate of Fire: 600 Rounds Per Minute Payload 10 seconds constant fire before a 5 second cool down.

### (1): Zen Armaments Type 1 Rifle

A simple, yet reliable weapon, the rifle is probably the best-built part of the armor. The rifle consists of a three-barreled 35mm chain gun, with an underside 40mm grenade launcher. This rifle is held by the sub-arms. Location: Held by Sub-Arms

Purpose: Anti-personnel Damage: Tier 4, Light Anti-Armor-3

Range: 2000 meters for rifle, 450 meters for grenades. Rate of Fire: 1800 rounds a minute. Payload 3600 round magazine, 3 grenades in grenade bay. Additional ammo strapped to legs

## Armor

### Outer Armor

The entire Crooked Demon is made out of thick [Durandium Alloy](#) plates. The five sections of the armor is the head, body, hands, legs and back. The back part of the armor can be opened up to allow access for the pilot.

### Interior

The interior of the armor is lined with a thick synthetic material that snugly surrounds the pilot's body. The pilot is advised to wear a natural radiation protected flight suit. Outside of the lining, there are synthetic "muscle" strands and large hydraulics that augment the movement of the armor.

## Internal Systems

### Life Support

As per most Power Armors, the Crooked Demon has a basic catheter and juice pumper. A lead sheet is placed in front of the pilot to protect him from his own suit's radiation. There are no diagnosis systems in place but a drug applier is positioned above the pilot's arm on automatic should there be a recorded hit on areas occupied by the pilot.

### Control and Display

There is a rudimentary neuroprobe directly above the pilot's head to control movement and targeting. However arm movements are controlled by the pilot's own outstretched arms by the pressure sensitive synthetic lining in the Crooked Demon's arm (The Pilot's arm never reaches the elbow). A screen on front of the pilot's head gives vision and battlefield data, notices and sounds are relayed through small speakers to the left and right of the pilot.

### Crude Aether Generator

Aether generators captures Zero-Point Energy: Vacuum energy that bubbles to the surface for brief

amounts of time. This system is very large and is placed in front of the pilot.

## **Sensors**

The Crooked Demon has various sensors built into its main body with a scanning distance of 1 AU.

## **Communication**

Radio, Laser and FTL Subspace. For aesthetic reasons, the radio emitter and receiver is shaped like horns on the armor's head. The max range of communications is 1 AU.

## **Combined Shield Generator System**

The Energy, Deflection and Distortion shield generators in the Crooked Demon are built into its large forearms. They rival that of the NAM WATER2's shields and could be used offensively in conjunction with the Claws. However the loss of an arm would weaken the shield by half and it provides only 50% protection to the rear of the armor.

## **Gravitic Field**

The armor has a repulsion field to make itself more lightweight, able to float, and able to resist scalar EM attacks. Scalar wave are notorious for their penetrating abilities because they travel wherever gravity affects; therefore, the anti-gravity field is the primary and most effective means of countering this threat. This is located on the hunchback.

## **Fire Control**

The Crooked Demon has an improved fire-control system, able to track and identify up to four targets at once. Targets are bracketed in orange and in flashing yellow/red when locked. Targets are selected by looking directly at the desired lock and the on board computer will try its best to dodge any incoming attacks.

## **Jamming Systems**

A device to prevent long range radio and subspace communications being emitted in a 1,000 KM Area. Maximum activation time is 1 minute before another 1 minute cool down.

## Gravimetic Drives

The armor can manipulate superstrings and the zero-point field to maneuver and accelerate very quickly, this is where the Crooked Demon triumphs against NAM armors as this superior system has not been used in any ELEMENTAL. A pair of them are found in the PA's thighs.

## Ion Drives

An outdated method of propulsion, but it allows the Crooked Demon to cruise at a higher speed. When used in conjunction with the Gravimetic drives the Crooked Demon can reach speeds up to .75c. A pair are located on the PAs knees and on its hunchback.

## Continuum Distortion Drive

Propels the CD at speeds many times the speed of light by generating continuum distortions and nesting them to create asymmetric peristaltic fields. Requires a moment to charge up and is only used as a cruise mode. Found on the hunchback.

## Mesher System

The Mesher System creates a small field around the Crooked Demon to filter the PAs non-visible electromagnetic emissions to match that of the nearest body, allowing the CD to remain hidden when in close proximity and having near equal velocities with an object at least three times larger.

## Active Camouflage

These are small projectors and cameras that received images from the camera on the opposite side and then projects it on its own, making the CD visually invisible. The slightest damage can disable this system and a slight image distortion can be seen starting at 30m.

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