R4D0N "Strontium"

R4D0N (or Radon) is a remotely piloted robot that doubles as power armor. It was created by Antoinette and only one example exists, she is the sole owner. It is capable of shapeshifting parts of itself to some degree, but its base chassis will always be humanoid in form. (Initially, it did not have the ability to "shapeshift", but it was upgraded over time.) It has four deployable drones, they can fly and can be used as cameras, in addition to being armed with very light weaponry (Will be specified later). It can change the color of its exterior as well as use volumetrics, and in combination with its ability to shapeshift, this can be used to imitate different people or robots so long as they're humanoid in form.

About the Armor

R4D0N was designed to function as a robot drone, and if needed, light power armor for Antoinette. In addition to being able to hover and fly, it is also capable of changing its appearance to disguise itself (or the user) and form basic weapons or attach additional external ones. The head/helmet can be removed so it can be taken off when being worn as armor, and the arms and legs are detachable, allowing the user to use them separately without needing to wear the rest of the armor. While detached, they aren't strong as they lack the rest of the armor to support them and their charge doesn't last as long because they run on their own built in power supply, but their capabilities are the same otherwise. When attached, they share a power supply and it is not possible for a limb to run out of power before the rest of the armor does. R4D0N can lift 230 kg of weight in either mode and enhances the user's strength. Its ability to be remotely piloted allows Antoinette to use it without physically needing to go into the middle of a dangerous situation herself; though if such a situation arises, she can use it for protection.

Statistics & Performance

Radon was not made to be mass produced, its shapeshifting system makes it more complex than power armors, and in addition its batteries were built to accommodate for the armor's ability to change shape. They are not large or particularly advanced giving it a range of only 3 days.

- Class: R4D0N
- Designer: Antoinette
- Manufacturer: None
- Fielded by: Antoinette
- Range: 3 days
- Maintenance Cycle: 1 month

Appearance

The robot doesn't have a fixed appearance, since it's able to change its color and looks. Even when powered down, due to the armor's method of using nanobots to change its body, it will not revert to a "default" appearance (though its volumetrics do not work without power, and the act of changing its

appearance also requires power). Usually, though, Antoinette makes it take the form of a red robot that's 6'2, with purple detailing, antennae-like features on the side of the head, and four purple eyes. This is the form that Antoinette gives the identity of "Strontium".

History

Antoinette created R4D0N in YE 36. Designed as a combination of a remotely controlled robot and a power armor, she created it so she could send it anywhere she needed without having to personally go there herself and so she could use it as armor for protection. Initially it was a very basic armor, it utilized salvaged components and did not originally have the ability to shapeshift with nanobots. Its first forms only used thrusters for flight, had more basic drones, and while it could change its height mechanically it could not camouflage itself or change its appearance. Over time, however, she upgraded it, eventually equipping it with inertial control, volumetrics, and nanobots capable of reconstructing its metal in order to shapeshift. Ultimately her goal was to use it to assist her in killing Plutonium and Uranium (Her and Chlorate's fathers), which she succeeded in doing. The nanobots were the last upgrade she installed before going missing after crashing on Osman, and she finished adding these only after killing her parents. After her crash, she lost R4D0N and had to search for it to find it again.

Advantages

R4D0N's ability to use nanobots to change its form and volumetrics to fill in any details its ability to shapeshift can't replicate makes it very useful for disguising itself and impersonating people. This shapeshifting ability also makes it extremely versatile. It can form basic weapons on its own, and additionally, it can attach and power separate weapons anywhere on its body regardless of the mounting type. It does not have fixed hardpoints, so it is possible to create more attachment points and move attached weapons around its body. Its light weight makes it easy to transport and its ability to function as a remotely operated drone allows it to be used in dangerous situations while the user remains out of harm's way.

Drawbacks

Despite its light weight, the android's speed in space is low compared to other space-capable armors, topping out at only 100 kph. Its battery life is relatively low as well, only lasting a few days before it must be recharged. It also lacks real shields; it can protect the user from hazards including CFS, but it has decreased defenses against energy-based attacks. Though it can minimize damage done if the user is wounded, it doesn't have medical systems for administering medicines and sealants.

Mobility

R4D0N's joints are controlled with electronics and mechanical systems, they can move the robot on their own or boost the user's strength when used as armor (But in both cases R4D0N's maximum strength is the same). As for aerial mobility, it utilizes an inertial control system and thrusters that can be moved

around the armor by the nanobots if needed.

- Ground Speed (Running): 40 kph
- Ground Speed (Hovering): 85 kph
- Max. Atmospheric Speed: 85 kph
- Max. Sublight: 100 kph

Armor Size

The armor can change its shape and size, allowing it to fit perfectly on almost any user. Its dimensions can change, it can even make the wearer look slightly bigger.

Height	Variable, when worn, normally wearer's height +2.5cm
Width	Variable, when worn, normally wearer's Width +1cm
Length	Variable, when worn, normally wearer's hength +1cm
Weight	108 kg (In addition to user's weight if worn)

Damage Capacity Stats

See Damage Rating (Version 3) for a guide to damage ratings to include.

DRv3 Tier: Tier 4, Light Armor

Getting In and Out

The armor is capable of moving its internal parts around and creating an opening in its exterior to allow the user to get in. The nanobots can even be set to create the opening as the user is getting in and resealing it, making it look like the user is sinking into the armor. This allows the user to enter either from the back or the front. Getting out works in the same way, shifting the internals and creating an opening so that the user can get out of the armor. In the event of power loss, the armor has emergency features to allow the user to exit once it runs out of charge. It reforms the back of itself to allow the back of the armor to be opened manually without power. It also unlocks the joints so that the user can still move while inside when the armor runs out of power.

Controlling the Armor

R4D0N uses a very special control system designed to operate specifically via Antoinette's telepathy implants, and thus it can only be controlled by her. This is true both for its remote transmitter when being remotely piloted, and for the armor itself when being piloted directly. The remote transmitter looks like a headband and sends sensor information to the user directly with telepathy as well as allowing them to see what the armor's seeing. The remote transmitter is linked to the R4D0N using quantum entanglement- this gives it theoretically infinite signal range, however, its actual range is still limited by its speed and how long the power supply lasts. It also cannot lose connection unless either the

transmitter or the receiver components are severely damaged. The control system for the armor mode is built in to the armor itself, and allows for parts of the armor to be detached and used separately.

Systems

Radon has a number of different systems that perform different functions. These systems increase the robot's survivability, camouflage, offensive capabilities, and more.

"Shapeshifting"

The most complex weapon R4D0N can form by itself is a chainsaw, though technically it can store and fire bullets by striking the primer (With low accuracy, however, since the reformed metal isn't truly designed to function as a gun barrel on its own). Otherwise, it can't form more complex weaponry. Its ability to "shapeshift" is done via nanobots fluidly reforming the Durandium, allowing it to form any shape in any location on the surface. It can also move objects along its surface or absorb them into its surface material if they're small enough, and can imitate different surface textures to prevent it from feeling like metal when touched. Changing the armor's height is not actually done with the nanobots, it is done mechanically via the internal chassis itself. It can only safely make minor adjustments to its height while a pilot is inside, otherwise making itself too short risks injuring the pilot and the user won't fit inside if it makes itself too tall. When being used as a drone, it can change its height much more freely, being able to adjust itself to stand as low as 4 feet and as tall as 8 feet tall.

Armor

The exterior is made primarily of Durandium, making it tough and lightweight. The usage of nanobots gives it some additional notable properties, though; the nanobots are capable of reforming the exterior to repair damage to the metal. The nanobots and metal will eventually need to be replenished if lost, but this feature is a very useful asset that reduces the effect of damage to the armor. Additionally, the nanobots can actively reform the metal while it's being hit to counter damage done by impacts and damage solid projectiles, giving it a significant boost to protection against kinetic weapons. It can easily block damage by small arms, and resists damage from rifles. The nanobots can trigger certain types of chemical ammunition (such as HEAT projectiles) before they hit the armor to slightly reduce damage, but because of their very short range they can't fully prevent the chemical effect of these projectiles from hitting the armor, which is where the Durandium's durability comes in. Notably, it lacks a shield system, and relies on its ability to repair its own armor to counter the effects of energy weapons; it will run out of nanobots faster if taking damage from energy weapons. The nanobots can form a sort of field to contain air for breathing without an external tank and to assist with protecting the user from environmental threats, but this is not a true shield system.

Camouflage

R4D0N can use both its volumetrics and its nanobots to blend in with its surroundings and become

invisible to the eye. It can also use its nanobots to distort its silhouette on magnetic scanners, however, this does not render it invisible to such sensors, it only makes its shape look unclear; this can be used to confuse someone who's attempting to view it through a magnetic sensor. It does not have much camouflage against thermal scanners, however, when being piloted remotely, it's notably less warm than a person's body heat and does not produce as strong of a thermal signature. Due to its electronic systems, it still produces some heat on its own and is still visible on thermal scans when unmanned, but not as much as a regular person.

Life Support

In robot mode, the life support systems are not needed. In piloted mode, R4D0N does have life support systems to protect the user. R4D0N can protect the user from the conditions of space, allowing it to be used as a space suit. In theory, it can support a user in space for as long as it has power, but its life support systems don't provide the user with food or water on their own for scenarios such as this. By extension, it even works underwater and can protect the user from hazardous conditions. Additionally, the armor's nanobots have a few tricks for handling injuries. The nanobots can temporarily be used to suppress the damage done by wounds, meaning, they can temporarily stop heavy bleeding and prevent the wounds from being damaged further under the stress of combat. In certain cases, they can also remove shrapnel from the user if it's small enough, though the armor is generally immune to shrapnel anyway. It should be noted that it is not meant to be a full substitute for medical treatment; rather, it is only meant to be a temporary solution so the user can stay in combat and then seek medical attention if the wounds are severe. It can automatically defibrillate the user if required.

Power Systems

R4D0N has a modular power supply inside of it, with the limbs and the torso all having separate batteries. These power cells link together when the limbs are attached so the entire robot shares a collective power supply. If one power cell is lower than the rest, the other batteries will transfer power to it until they all have an equal amount of charge. Additionally, in the event one of the power cells is damaged, it can be unlinked so it doesn't interfere with the others, and the other power cells will take over powering whatever the damaged battery was powering. The charging system is rather basic, it can recharge its batteries by plugging it into a generator or an outlet. If backup power cells are available, the armor can shapeshift to push power cells that are low out, then replace them by bringing new ones to the surface of the armor and shapeshifting them inside. R4D0N automatically charges its nanobots so long as they're near the armor, but they must run on their own power supplies if they drift too far from the surface of the metal, which only last a few minutes. If they don't return, they will lose power. Similarly, its deployable drones have their own batteries which charge by docking with the armor. Unlike the nanobots, the drones' power supplies last much longer, up to 2 hours before they're required to return to the main unit to recharge.

Sensors and Communications

The robot has an electronic sound system that functions as a voice changer and allows it to speak while being piloted remotely, capable of replicating any voice. It can pick up audio from its surroundings. It has

a standard radio with variable frequency and wavelength. Its four drones can be used as flying cameras that can be used to see distant locations. All four drones and the armor itself have access to standard optical sensors, ultraviolet, infrared, and night vision. The user is alerted to touch and damage to the android.

Weapons

Beyond what it can shapeshift, Radon's only built-in weapons by default are its drones. It can, however, attach other weapons to itself (such as guns) and operate them as well as supply them with power if needed. Notably, it can convert weapons to use fully automatic fire while attached that would not normally have such capabilities due to the nanobots' ability to tap into a weapon's systems and operate it automatically.

Drones

R4D0N's drones utilize quantum entanglement as well so their range is only limited by their battery life, which only lasts 2 hours. They have nanobots for shapeshifting purposes, and operate using inertial control and thrusters. The drones are capable of taking any form of a size roughly up to that of a 1.5 foot cube. They recharge when docked with the armor and can blend in with the rest of the armor seamlessly when docked thanks to its shapeshifting capabilities. Additionally, they can form into extra limbs when docked with the armor so that the operator can utilize up to four additional limbs while they're docked. They can be used as cameras and have speakers allowing them to play sound. They're each equipped with a laser weapon that can be moved around and can fire either continuously or in pulses for higher power.

Continuous Mode:

- Purpose: Anti-personnel
- Damage: Tier 1 Light Anti-Personnel
- Range: 500 meters
- Rate of Fire: N/A
- Payload: Effectively unlimited, can fire as long as the drone has power

Pulse Mode:

- Purpose: Anti-personnel
- Damage: Tier 2 Medium Anti-Personnel
- Range: 1000 meters
- Rate of Fire: 200 shots per minute
- Payload: Effectively unlimited, can fire as long as the drone has power

These drones would normally not be the primary weapon on their own, rather, other weapons would be attached to be used alongside the drones; however, the drones are the only ranged weapons that are built in by default.

Hardpoints

Due to the armor's variable nature, it does not have a fixed number or location of hardpoints. It is capable of mounting weapons nearly anywhere on the armor, though, and even moving them around its surface. Its main limitation in mounting weapons lies in amount of power required to power the weaponry, as well as the recoil and weight of the weapons themselves.

OOC Notes

Noodlewerfer created this article on 2020/02/23 13:11.

From:
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Last update: **2023/12/21 04:25**