

**Jaegerpanzers In Brief:** While the rules for jaegerpanzers are still being finalized, we do want to give people as much firm information as we can at this point in time. To that end:

A jaegerpanzer (literally “Hunter’s Coat of Maille” in old Loreardan) is a suit of powered armor that runs on red diesel. Originally built to allow normal humans to go toe-to-toe with Blooded troops, jaegerpanzers are now prevalent among the militaries of many Cities.

Representing a jaegerpanzer is a bit involved. We are striving for a somewhat uniform appearance for jaegerpanzers at *Hellcat Jive*—they’re not one off contraptions by eccentric inventors, they’re mass produced military machines. To that end, we will be releasing full build schematics for people to use. Players can also purchase jaegerpanzer sets from one of our illustrious staff members. While people are, of course, free to make whatever they like to represent these personal armored fighting suits, we plan to release physical prop “upgrades” (with game mechanics) and “nose” or “turret” art designed to fit to the prop specifications we put out, so veering too far off-design might limit some easy integration options we have planned. Note: people will still be able to use the In Game mechanics of any upgrades they acquire over the course of play, regardless of whether they decided to follow our design or do their own thing! We just like the idea of being able to say “Here is the physical widget which will nicely fit right *here* and lets you do X.”

Piloting a jaegerpanzer has a number of rules attached:

*Costuming:* Different chassis require different amounts of coverage. There are four potential areas of coverage: Legs, Torso, Shoulders (from collar to bicep), and Arms. Helmets are great, but optional. Players should not sit around in their armor randomly—this is military hardware, and wearing the kit to the Club is more or less like driving a tank into a fine restaurant.

*Fuel:* Jaegerpanzers have limited fuel supplies. This must be represented by a timer of some kind with a reasonably loud signal when time is up. We recommend the snazzy chrome kitchen timers that look like fuel gauges, but anything that makes a pretty loud noise on cue is sufficient. By default, a Player will start each Event with 1 hour’s worth of fuel.

*Giant Robot Hands:* Tools of the Trade do not carry over between chassis, nor between when a Player is in a chassis and when they are not. To put it another way, knowing how to fight in a street brawl (and dual wielding long claws) will not help you pilot a tank in close quarters combat.

*Powering Up, Cruising, and Running Out of Fuel:* When a Player wants to don their stomping boots, they have to physically put on their armor rep. While in their armor rep, they take a Drain effect while they are in 1st Gear. They may remain in 1st Gear indefinitely, though they cannot rest off the Drain effect and it’s really not meant to be a long term arrangement. When it’s Go Time, the Player turns their timer to 1 hour. The Drain is instantly Cured, and all the Skills and

abilities associated with their armor become available. When the timer goes off, the suit is out of fuel. The Player take a Paralyze effect, though they may still move their head and speak. At any time, the Player may halt their fuel timer, though doing so causes them to take a Drain effect.

Long story short: Don't hang out in your power armor, but you don't burn fuel while waiting for an adventure to start. You can have one block of an Amazing Hour, or you can divvy it up into smaller bits, but you can't rapid cycle on/off.

*Really Heavy:* If anyone says "I pick you up" you must say "Let Me Clarify: It takes 2 people to move me." If they don't have a second set of hands helping, you stay where you are.

So with all that out of the way, what are the actual benefits of piloting a jaegerpanzer?

- 1) You gain the Machine trait for so long as you wear the jaegerpanzer.
- 2) You gain Armor depending on the chassis model. This does not stack with other Armor, but can put you above the normal limit of 10 Vitality/Lifeblood.
- 3) You call "No Effect" when hit by Uncalled Damage.
- 4) You do not need to take the Short Root effect from wielding a Heavy Weapon.
- 5) You call "Shield" to the first 2 Maim effects you take while in your armor.
- 6) You get an entire set of Skills based on what kind of chassis you are driving. Note that these skills, including weapon styles granted by Tools of the Trade, can NOT be used while out of your armor.

<b>JAEGERPANZER: ASSAULT</b>		<b>Attribute Cost</b>
Coverage Requirement	Torso, Arms, Shoulders, Legs	
Armor Value	5	
Tools of the Trade	Buckler and Long Weapon, Buckler and Pistol, Two-Handed Weapon, High Caliber, Spare Clip, Cinematic Clip	
Built Like a Vault Door	If you are wielding a Buckler and the Buckler is struck by a Dart or Packet Attack, you may call "Resist by Armor." If you are not wielding a Buckler you may, with 3 seconds of Focus, call "Short Grant 3 Protection to Self." This Protection is lost if you wield a Buckler.	EE
Voltaic Pacification Coil	Three times you may make a Melee Attack for "Agony by Lightning." Any unused iterations of this skill are lost when you take a Long Rest.	AA
Breaching Charge	Choose a Target no more than 5 feet away (e.g., you should be able to take one step and strike them with a Melee combat prop). You may call "By My Gesture, 3 Damage and Slam by Explosion."	FFF
Mk. 5 Crushilators	Make a Melee Attack for "2 Damage and Maim."	W
Ablative Armor	When struck by a Packet, Melee, or Dart Attack you may call "Reduce to Agony and Slam."	S

<b>JAEGERPANZER: FIRE SUPPORT</b>		<b>Attribute Cost</b>
Coverage Requirement	Torso, Shoulders, Arms	
Armor Value	3	
Tools of the Trade	Heavy Weapon Use, High Caliber, Spare Clip	
Tether Line	Make a Firearm Attack for Root.	E
Pinning Barrage	Make a Firearm Attack for Short Agony.	A
The Big Guns	Make a Firearm Attack for Called Damage +3.	F
At the Knees	Make a Firearm Attack for "Double Maim (Limb)."	W

Crater Maker	Make a Heavy Weapon Attack for “10 Damage and Slam by Explosion.”	S
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<b>JAEGERPANZER: MAIN LINE</b>		<b>Attribute Cost</b>
Coverage Requirement	Torso, Legs, Arms	
Armor Value	4	
Tools of the Trade	Longarm Use, Long Weapon and Pistol, High Caliber, Spare Clip, Cinematic Clip	
Take One For the Team	When struck by an Attack for Called Damage that has no Trait (e.g., “5 Damage” as opposed to “5 Damage by Fire.”), you may call “Resist by Armor.”	EE
Make’em Keep Their Heads Down	Make a Firearm Attack for “Double Agony.”	A
Iron Sights	Make a Firearm Attack for Called Damage +1.	F
Mk. 5 Crushilators	Make a Melee Attack for “2 Damage and Maim.”	W
Cannonade	Take a Short Root. While you are Rooted, you may make 3 Attacks for “Agony.” Any unused iterations of this skill are lost when you are no longer Rooted.	S

<b>JAEGERPANZER: SCOUT</b>		<b>Attribute Cost</b>
Coverage Requirement	Torso, Legs	
Armor Value	3	
Tools of the Trade	Long Weapon and Pistol, Long Weapon and Long Weapon, Spare Clip, Cinematic Clip	
Locomotor Redundancy	Three times you may call “Resist” when struck by an Attack for “Maim Leg.” Any unused iterations of this skill are lost when you take a Long Rest.	E
Rocket Booster Boots	When struck with a Dart, Packet, or Melee Attack you may call “Avoid.”	AA

Flash Bang Rack	Make 2 Firearm Attacks for “Short Weakness.” Any unused iterations of this Skill are lost when you Rest for any amount of time.	F
Outflank	So long as you may see both of the target’s shoulder blades, you may make a Melee Attack for “5 Damage.”	W
Retroboosters	When struck by an Attack for Slam you may call “Resist.” Alternatively, you may swing a Melee combat prop in a 180 degree arc and call “Disengage.”	S

JAEGERPANZER: UTILITY		Attribute Cost
Coverage Requirement	Torso, Shoulders, Arms	
Armor Value	3	
Tools of the Trade	Buckler and “Hammer” (Preferably a Wrench, Hammer, or other tool shaped object), Two Handed “Hammer”	
Tow Line	Up to 2 times you may, with 3 seconds of Focus, touchcast “Short Slow and Cure Root.” Any unused iterations of this Skill are lost if you Rest for any period of time.	E
Magnetic Personality	You may make up to 3 Attacks for “Short Repel” or “Repel to Machine.” All iterations of this Skill must be used within 3 seconds of your first iteration of this Skill.	A
Hot Rod	Up to 3 times you may touchcast “Stabilize by Fire.” Any unused iterations of this Skill are lost if you Rest for any period of time.	F
Clear the Road	Swing a Melee combat prop in a 180 degree arc and call “Disengage.”	W
Downshift	Take a Short Slow effect. Any number of times, you may call “Purge Root” or “Purge Maim” or,	S

	<p>when struck by a Slow effect, call "Reduce to Short Slow," so long as you are under this Short Slow effect. You should somewhat exaggerate the roleplay of this particular Slow. Also, while using Downshift you may move a person in Jaegerpanzer armor by yourself, you do not need help.</p>	
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