Power Armor

Medium vehicle (suit of armor)

Creature Capacity 1 crew whose Intelligence score is 12 or higher
Cargo Capacity n/a
Travel Pace 1,500 mph (36,000 miles per day)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	22 (+6)	0	0	0

Damage Immunities poison, psychic
Damage Resistances cold, fire, lightning
Condition Immunities blinded, charmed, deafened, incapacitated, paralyzed, petrified, poisoned, unconscious

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Artificial Intelligence. The crew wearing the suit gains a +10 bonus to all Intelligence ability checks and Wisdom (Perception) checks and darkvision out to 120 feet. Also, the crew can use its bonus action to operate one of the armor's protocols. If the armor's faceplate or power cell are destroyed, this feature ceases to function. Protocols work similarly to spells and spellcasting. The artificial intelligence's protocol ability is Intelligence (save DC 18). It can use the following protocols, requiring no components:

At will: *augury* (as a probability calculation), *comprehend languages, detect poison and disease* (can only sense poison or disease affecting its crew), *find traps, guidance* (targeting crew only), *locate animals or plants, locate creature, locate object

Physical Enhancements. While the crew is wearing the armor, the crew has advantage on its Strength, Dexterity, and Constitution ability checks and saving throws. It also has advantage on all of its attack rolls, plus melee weapons deal one extra die of its damage when the crew wearing the armor hits with it. If the armor's power cell is destroyed this trait ceases to function.

Responsive Dexterity. The armor's Dexterity score equals 10 + the crew's Intelligence modifier (maximum of 15), and each component's AC equals 20 + the crew's Intelligence modifier.

Actions

On its turn, the armor can take 3 actions, choosing from the options below. If the armor's power cell is destroyed, the armor cannot take any actions. Also, the armor can still take actions even if it has no crew, using automated systems. The crew can choose to use its own actions in place of the armor's actions.

  The power armor can take 3 legendary actions, choosing from the same options (controlled by AI). It can't take legendary actions if it has no crew or its power cell is destroyed.

Artificial Intelligence. The armor uses one of the faceplate's protocols.

Fire Repulsors. The armor can use its power cell to fire its repulsors twice.

Fly. The armor can use its power cell to fly with its repulsors.

Missile Launchers (5/Day) (Costs 2 Actions). The armor can use its faceplate to fire the missiles hidden in its body armor.

Unibeam (1/Day) (Costs 3 Actions). The armor can use its power cell to fire its unibeam.

Body Armor

Armor Class 25

Hit Points 200 (damage threshold 15)

Special Attack: Missiles: The crew targets a point that it can see within 300 feet of the armor. Upon impact, the missile explodes in a 10-foot radius sphere centered on that point. Each target in the area must succeed on a DC 19 Dexterity saving throw, taking 21 (6d6) fire damage on a failed saving throw, or half as much damage on a successful one.

Control: Faceplate

Armor Class 25

Hit Points 50 (damage threshold 5)

Move up to the speed of the the armor's repulsors component.

Power: Power Cell

Armor Class 27

Hit Points 50 (damage threshold 5)

Special Attack: Unibeam: The crew targets one creature or object it can see within 120 feet of the armor. The target must succeed on a DC 19 Dexterity saving throw, taking 49 (14d6) force damage on a failed saving throw or half as much damage on a successful one.

Movement & Weapons: Repulsors

Armor Class 25

Hit Points 100 (damage threshold 5); - 30 ft. speed per 25 damage taken

Speed (fly) 180 ft.

Ranged Weapon Attack: +8 to hit, range 60 ft., one target. *Hit*: 15 (3d6 + 5) force damage, and if the target is a creature it must succeed on a DC 20 Strength saving throw or fall prone in its space.