Born of war, an icon of salvation, and the most powerful weapon system wielded by any single being— this is the legacy every Glitter Boy pilot lives under. Most try to live up to it; some fail, and some fail so hard they become the worst kinds of villains, using the power of the suit to become tyrants and thieves.

Those who uphold the heroic tradition come from a long line of Glitter Boy pilots, earning the suit from a previous owner (a parent, mentor, or friend), or they grow up hearing the stories carried forth in grand verbal tradition. Stories of how the Glitter Boys, created and blessed by the superheroic Neemen, strode forth into the fiery storms that claimed billions to save what they could of humanity. As the dragons and demons and machines of terror poured forth from the Rifts to destroy or enslave what remained of the human species, the Glitter Boys stood alone for long years to hold back the tide of total apocalypse.

Eventually, allies stood beside them, including the Cyber-Knights and others with the power to make a difference. The collective consciousness of humanity, however, will never forget that the very existence of humankind continues today thanks to those ten-foot tall, glittering suits of godlike armor.

THE GLITTER BOY HERO’S JOURNEY (FIVE ROLLS)
Glitter Boys gain three rolls which can be spent on any of the following charts: Cybernetics, Close Combat Weapons, Ranged Weapons, and Training.

Glitter Boys gain two additional rolls which can be used on any chart, though those dealing with magic or psionics may be of very limited utility unless the character expects to spend a lot of time out of his armor.
GLITTER BOY ARMOR

Glitter Boy Armor: Size 3, +18 M.D.C. Armor, Pace 18 (Run d10), Swim Pace 6
Notes: Enhanced Strength (d12+4), Half damage from lasers, Life Support (Self-contained breathing, immune to heat, cold, radiation, environmental toxins, and disease), Full Electronics Suite.
Weapons:
- Boom Gun (Range 250/500/1000, Damage 4d12+6, RoF 1, Shots 1000, AP 25, MBT, Mega Damage)
- Melee (Str+d6 Mega Damage, not considered Unarmed.)

ONE-POINT-TWO TONS OF GLITTERING METAL

However she came by it, the Glitter Boy pilot knows she’s in a class all her own. Sure, she’s a Power Armor Jock, able to handle any energized suit found today, but she’d only stoop so low if her Glitter Boy were down for the count. Of course, if that were true, she might be down as well.

An increasingly popular rumor says Free Quebec somehow reverse-engineered the technology behind the Glitter Boy, with hundreds or even thousands of new models standing at the heart of their army. If that’s true, it explains why the Coalition has yet to bring war to their borders, because the Glitter Boy power armor is quite simply the most durable, damage-resistant personal defense technology ever to walk on the Earth.

It’s ten feet tall, shining with a chrome-like surface that constantly gives off a full-spectrum gleam of colors whenever light hits it. This is actually one of the key features of the armor; even vehicle-grade lasers tend to bounce right off of it. Of course, virtually all firearms do since the Glitter Boy has the highest M.D.C. rating of any armor known, even among robot armor vehicles. It also has enormous strength-enhancement technology, excellent mobility and speed, and even an aquatic performance mode.

The wearer enjoys full life support conditions, including feeding tubes, water supply, and waste processing that makes for acceptable living conditions for up to four weeks if needed. Note that this is far from comfortable, and a pilot remaining in a suit for more than 72 hours begins risking serious muscle atrophy and other issues. After three days in the suit, the pilot must roll a Vigor check each day to avoid gaining a Fatigue level; he does not, however, risk Exhaustion or worse. A full day out of the suit restores this Fatigue. Regardless of this challenge, if the choice is death or stay in the suit, a month’s survival time is good to have available.

As with all power armor, the Glitter Boy has advanced communications (20 miles range; 500 miles with access to a dedicated relay system); a full sensor suite with HUD (Heads Up Display) readouts, granting +2 on all Notice checks and incorporating 360° radar, thermal imaging, and night vision; optics enhancement with 50× magnification and audio pickups that can catch whispers at 100 yards; and onboard combat computers and targeting systems that offset up to −2 Shooting penalties.

ONE BIG DAMN GUN

The primary design of the Glitter Boy armor is, of course, to provide protection for the wearer in combat conditions. Of nearly-equal importance in the design is the capacity to carry and operate the RG-14 Rapid Acceleration Electromagnetic Rail Gun. Unlike the rail guns of modern design and function, this “antiquated” weapon sacrifices extended rate of fire for sheer, unadulterated
destructive obliteration of a target area with a hail of metal nearly impossible to imagine in scope and speed.

Called the Boom Gun for very good reason, the RG-14 may be the single loudest weapon in the world. It emits a sonic boom of such intensity, no one within a significant radius is safe without good ear protection and sealed armor. The Glitter Boy suit employs a pair of laser-tipped pylons that drill down 4.5 feet from the heel of each leg, combined with toe-hooks and metal prongs that extend out from the ends of the drills. At the same time, a jet engine system activates on the upper back of the suit, working in concert with the pylons to ensure stability while firing the scariest gun on Earth.

GLITTER BOY ABILITIES AND BONUSES

The Glitter Boy can truly be looked upon as a king of the battlefield. The challenge for the pilot will be finding ways to remain viably involved in matters when the power of the suit is not the best solution to a problem.

- **Fully Trained:** All Glitter Boy pilots begin with the Power Armor Jock Edge.
- **Glitter Boy Armor:** Power Armor of the highest caliber (see sidebar)

GLITTER BOY COMPLICATIONS

Owning and operating a Glitter Boy suit is not all sunshine and rainbows, and there are a few things to manage when heading into a battle.

- **Big and Shiny:** Glitter Boys are highly distinctive, immediately recognizable, and often a priority target for heavy damage weaponry. They suffer −8 to any Stealth rolls thanks to their glittering armored coating. At 10’ tall, Glitter Boys are Large targets (opponents gain +2 to hit them).”
- **Closed Off:** Fully sealed away from the natural and spiritual world, Glitter Boy pilots cannot use magic or psionics while in the suit. That doesn’t make them immune to such powers, though.
- **Digging In:** Activating the stabilization systems (the laser-tipped drilling pylons and the jet engine compensators) requires an action. If the Boom Gun is fired without these measures, the Glitter Boy is knocked back 2d6”, falls prone, and the pilot is automatically Shaken. Once dug in, the Glitter Boy’s firing arc is restricted to his front and sides (180 degrees). The downside to Digging In is that it makes the Glitter Boy an easier target; attackers gain a +2 to hit the suit when it’s dug in.

- **Enemies:** The Coalition States consider all Glitter Boys enemies of the state. Few within the True Federation of Magic consider them friends either.
- **Highly Technical Machinery:** Like all devices, armor, vehicles, and weapons, the Glitter Boy systems are subject to the Technical Difficulties rules in the Setting Rules section.
- **Sonic Boom:** When the Boom Gun fires, a sonic boom goes off that affects everyone within a Large Burst Template centered on the suit. Anyone not in an environmentally sealed suit or environment must make a Vigor check at −2; failure means they are Shaken, and a natural result of 1 leaves them Incapacitated, requiring a Vigor check each round to become conscious but Shaken. Anyone in the area without serious ear protection is deaf for 3d6 minutes, suffering a −2 to Notice checks.
- **Stand By to Fire:** The operation of the Boom Gun is very involved. The Glitter Boy simply cannot move and fire it on the same round. This is why some who wear the suit carry other firearms as alternatives for when they need to move and shoot.

GLITTER BOY STARTING GEAR

- Huntsman Lightweight Personal Armor. Note that this cannot be worn inside the Glitter Boy.
- Wilk’s 227 Pulse Laser Pistol
- NG-S2 Survival Pack
- 4d6 ×100 credits