



Equipment D20 / Nercal Defensive Arm

Nercal Defensive Armor

The ELV-779 combat armor series was one of the things created by Elvar Nercal during his brief time as a RanCorp weapon's engineer. It's a hard shell of veritane with a special sealant to keep it safe in hot temperatures. The thing that makes this armor so special is the micro-filament grid built into it. This grid can absorb energy from a blaster or stun baton and charge the defensive matrix with it. The defensive matrix is just another grid in the armor that conducts the stolen energy so anyone touching the armor or striking it with a conductive object is electricuted. To ensure the wearer is unhurt by this the inside is coated with a protective sheath. In the short time it's been out many have come up with the idea of running a current through the armor right before battle.

The ELV-779 Defensive Armor consists of the following pieces:

Model: ELV-779 Combat Plate

Type: Light

Cost: 3,000 Cr

DR: 4

Max Dex Bonus: +5

Armor Check Penalty: - 3

Speed: 10 (10 m), 6 (6 m)

Weight: 7 kg

Model: ELV-779 Combat Helmet

Type: Light

Cost: 1,200 Cr

DR: 4

Max Dex Bonus: +5

Armor Check Penalty: - 3

Speed: 10 (10 m), 6 (6 m)

Weight: 3 kg

Model: ELV-779 Combat Arm Bracers

Type: Light

Cost: 2,100 Cr

DR: 3

Max Dex Bonus: +5

Armor Check Penalty: - 3
Speed: 10 (10 m), 6 (6 m)
Weight: 3 kg

Game Notes: +1D+2 physical, +1D energy (arms).

Model: ELV-779 Combat Leg Greaves

Type: Light

Cost: 2,100 Cr

DR: 3

Max Dex Bonus: +5

Armor Check Penalty: - 3

Speed: 10 (10 m), 6 (6 m)

Weight: 3 kg

Game Notes: +1D+2 physical, +1D energy (legs).

Weapons:

Defensive Matrix:

Critical: -

Range Increment: -

Stun Damage/Fort Save: 1d6 - 5d6/ DC 20 (See Notes)

Type: Energy

Size: Medium

Group: Exotic Weapon Proficiency (Armor Defense Matrices)

Notes: If an energy weapon is used against the wearer and is successfully resisted against, the micro-filament grid built into the armor absorbs the energy and adds a 1d6 charge to the defensive matrix (Maximum: 5 Charges). This matrix appears on all of the above pieces.

Model: ELV-635 Anti-conductive boots

Type: Light

Cost: 800 Cr

DR: 3

Max Dex Bonus: +3

Armor Check Penalty: 0

Speed: 10 (10 m), 6 (6 m)

Weight: 1 kg

Notes: Electricity can not be conducted through these tough combat boots. They were specifically designed for use with the ELV-779 series to stop the energy in the defensive matrix

from going to ground.

When used as one unit the armor has the following stats:

Model: ELV-779 Combat Armor

Type: Medium

Cost: 9,200 Cr

DR: 6

Max Dex Bonus: +4

Armor Check Penalty: - 3

Speed: 8 (10 m), 4 (6 m)

Weight: 17 kg

Weapons:

Defensive Matrix: See Above

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