

Otacon Industries Military Stealth Suit

Otacon Industries was contracted by the Empire to create a suit, a soldier could wear that would keep him invisible. Otacon Industries had been experimenting in a liquid that would change the object clear or at least a light shadowy green. They were unsure if it would work or affect a human. The Empire then brought forth a near dead soldier code named "Grey Fox." Grey Fox was barely alive. He only sustained his existence by a group of machines that left his blaster ridden body intact. Otacon Industries decided to build the experimental armor around him, add legs and give him a special helmet. They injected him and the armor with the liquid. They more or less fused the two people together much like the known Darth Vader. Although this was a much more recent and improvement over the older Vader model. Grey Fox was given a super eye outside the helmet that boosted his perception. His whole body became one with the suit. He was experimentally used on test operations. He performed excellently. The suit gave him near invisibility, super senses, great agility and movement and a strength unmatched by any normal human. The downside was that he lost his personal side, all free thought and imagination since he was fused with the machine. His mind signals a computer which injects his body and suit with the experimental liquid and makes him near invisible. After a few missions he was equipped with a new sword that could cut through nearly everything. He was greatly pleased with this. He then performed a few more operations. The sword gave him a sense of his old self. His original mind took over the suit and he realized the slave he became. He broke free, took a new arm blaster that was going to be equipped on him and then killed most of the Imperial guards and Otacon Industries personnel. He disappeared without a trace. The plans were hidden away and another prototype was not considered. Grey Fox now roams the galaxy...

Model: Otacon Industries Military Stealth Suit Mark I

Type: Experimental Military Power/Stealthsuit and Armor

Scale: Character

Crew: 1

Consumables: N/A (person no longer requires food)

Equipped With:

- Armored Suit (+3D physical, +2D Energy) Wearer can not remove

the armor, Can only remove a face plate and right Arm.

Gives an extra +3D to to climbing/jumping.

- Super Power Legs+3D to to climbing/jumping
- Modified Macrobinoocular Cyclops Eye
- Subspace Radio (750 kilometer range)
- Stealth Mode (To initiate the stealth mode the wearer must activate the liquid and have it injected into his body. The liquid battles the wears immune system causing +2D damage. If the damage is beaten by the wearer's STR roll, he succesfully becomes near invisible.) Requires a Perception roll of 3D to to detect wearer while invisible. Wearer gets 48 hours of liquid for invisiblility. +2D to Sneak and Hide rolls of wearers.
- Super Charge Blaster Rifle
 - Skill: Blaster: Charge Up arm rifle
 - Fire Control: 1D
 - Range: 50/120/530
 - Damage: 2D-8D
 - Note: The right arm rifle can do up to 8D charcter scale. It charges up 2D every turn, therefor requiring 4 turns for full effect (can not shoot weapon while in stealth mode).
- Ninja Stealth Super Katana
 - Skill: Melee Weapons: Super Stealth Super Katana
 - Damage: 9D

Move: 17

Size: 1.8

Cost: N/A (estimated cost: 250,000)

Game Notes: +2D to Strength, +3D versus physical, +2D versus energy

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