

## Akira Shedim Powersuit

The Shedim powersuit, is Akira's newest product. It is a very powerful, and very expensive piece of hardware. It is made of thick ceramic composite armour with light and flexible metal lining the inside of it. The suit has a bulky build to it, and is completely black. It's eyes glow a fiery red giving it a demonic appearance, especially in the dark. This big badass piece of hardware has got a repeating blaster swung over one shoulder, a grenade launcher built into the left arm, and a silenced firearm built into the right. Ammo ejectors and insert slots are carefully hidden on the armour to facilitate reloading of all the weapons. The suit has environmental filters, and three hours of internal air, as well as many advanced sensor devices. Everything from motion sensors, to macrobinoculars, to infrared is equipped on the shedim, all hooked into the MFTAS system. Advanced hydraulics and servomotors can do as much as double the wearer's strength, allowing them to perform feats they never thought possible before. The armour also has a built in jetpack with an easy fuel replacement system, and repulsor coils built into the boots. The repulsors allow the suit to actually hover up to 15 feet in the air constantly, while the jetpack supplies more considerable thrust. This armour is an extremely expensive model and is bought only by serious individuals, such as big time bounty hunters.

Model: Akira Armour Company Shedim-class Power Armour

Type: Heavy power armor

Cost: 16,000 credits

DR: 13

Max Dex Bonus: +0

Armor Check Penalty: -8

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

Weight: 90 kg

Cargo Capacity: 30 kilograms

Consumables: 1 weeks

### Equipped With:

- Multi-Frequency Targeting and Acquisition System (MFTAS):  
+6 to Search and Spot checks in low-visibility situations, +6 to ranged weapon skill uses against targets that move more than 10 meters per round
- Macrobinoculars

- Motion Sensor: Can detect movement up to 100 meters away
- IR Scanner: No penalties from darkness, providing there is heat
- Environmental Filter: Acts as gas mask, screens out any harmful substances from the air, can seal and run off three hours of self contained air.
- Subspace Radio (750 kilometer range)
- Rocket Pack (uses Flight skill; can move up to 70 meters vertically or 160 meters horizontally in a single charge. The unit has 25 charges)

- Repeating Blaster (swings over right shoulder)

Cost: NFS

Damage: 5d8

Critical: 19-20

Range Increment: 70 m

Weight: 4.5 kg

Stun Fort Save: -

Type: Energy

Size: Medium

Group: Blaster Rifles

Fire Control: +1

- Grenade Launcher (left arm)

Cost: NFS

Damage: 4d6+1

Critical: 20

Range Increment: 27 m (4 m)

Weight: 5 kg

Stun Fort Save: -

Type: Slashing

Size: Medium

Group: Heavy

Ammo: 8

Fire Rate: 2

- Supressed Firearm (right arm)

Cost: NFS

Damage: 3d10+1

Critical: 20

Range Increment: 53 m

Weight: 3.5 kg

Stun Fort Save: -

Type: Piercing

Size: Medium

Group: Slugthrowers

Ammo: 100

Fire Rate: 3

Game Notes: DC 25 Listen check to hear fired.

Game Notes: +6 to Strength

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