



Equipment D20 / MetaCorp Jumptrooper

MetaCorp Jumptrooper Assault Armor

The Jumptrooper Assault Armor is a heavily modified version of the MetaCorp Stormtrooper Armor. The two armor types almost look identical except for the more 'reinforced' appeal. A noticeable difference in the Jumptrooper armor is the large repulsor pack and controlling exhaust ports on the upper back of the armor. The Jump Packs are activated by a pressure sensitive plate on the thumb of the left armor gauntlet and are steered by rotating the body. To jump accurately, it takes months of training drills. The armor also uses an advanced hydrolic system that predicts movement, ridding itself of the dexterity penalty and increasing the movement rate.

Despite it's militaristic appearance, Jumptrooper Armor is widely sold to Bounty hunting and Mercenary guilds, and is often found amongst pirate bands and even rival corporations. Although illegal to be sold on the Imperial market, to be in possession of one only requires the proper licenses. And for customers with cash to spare, the armor can often be customized to their liking due to it's modifiable nature as MetaCorp's stormtrooper armor element. Afterall, User Friendliness is MetaCorp's goal.

Model: MetaCorp Jumptrooper Assault Armor

Type: Medium (Full Body Fast-Attack Armor)

Cost: 8,500

DR: 4

Max Dex Bonus: + 5

Armor Check Penalty: -3

Speed: 13 (10 m), 9 (6 m)

Weight: 16 kg

Game Notes:

Dual Jump Packs:

Moderate difficulty to control, is able to 'jump' up to 50 metres vertically and 100 metres horizontally. If the difficulty is missed, then roll for scatter and every 2 below the difficulty, the user ends up going 1 meter in the direction of the scatter die.

Sensory Equipment:

Can track moving targets 100 metres away, moderate difficulty, it may be easier or harder depending on the location. +6 to all Sight/Sound

skills. Night Vision. +6 to RAB. Wrist Mini-Computer also acts as Comlink.

Advanced Hydraulic and Servo Systems:

+6 to Strength related skills. +5 to move. -3 to Sneak

Climate Controlled Body Glove, Internal Life Support with 300 minutes worth of air.

- Retractable Wrist Power-Cutter

Cost: NFS

Damage: 4d6

Critical: 19 -20

Range Increment: 1 m

Weight: 2 kg

Stun Damage/Fort Save: -

Type: Slashing

Size: Tiny

Group: Simple

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

All text and stats by Brian Gavel, Set Anu-bith, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).