



Equipment D20 / Zealot Power Suit

Zealot Power Suit

The zealot power suit is fast moving and incredibly durable power suit which turns it's wearer into a fearsome enemy. The armor covers the entire body head to foot without inhibiting the flow of movement and actually increasing movement speed through special leg enhancing servo-motors. On each forearm are force blades which are conical blades which when activated emit an energy wall around themselves very similar to a lightsaber. In the helmet a subspace radio, macrobinoculars and an atmospheric recycler help keep the wearer alive in harsh conditions. The ATAP allows the wearer to quickly act in response to attack and miraculously increases reflexes by feeding input directly to the brain through the cybernetic link. The cybernetic link is the armor's one downside. The wearer must get an implant to allow him to communicate with the armor, the implant is right in the back of the head and allows the armor to feed information directly to the brain. This implant cannot be removed without killing the subject after it's installed and it's very expensive. While the armor has obvious benefits it also has obvious drawbacks and one must be determined to use this armor.

Model: Zealot Encounter Armor

Type: Powered Armor

Cost: 45,000 credits

Crew: 1

Cargo Capacity: 30kg

consumables: 2 weeks

DR: 10

Max Dex Bonus: +0

Armor Check Penalty: -8

Speed: 6m (10m), 2m (6m)

Weight: 68kg

Sensors:

- Atmospheric Recycler
- ATAP advanced threat assessment protocol: +3 bonus to hitting moving targets
reduce multi-action penalties by 3
- Macrobinoculars
- Cybernetic link
- Subspace Radio (750 kilometer range)

Weapons:

-Wrist Mounted Plasma Pistol

Cost: Not Available for Sale

Damage: 3d10

Critical: 19-20
Range increment: 8m
Weight: 5kg
Stun Fort Save: -
Type: Energy
Multifire/Autofire: M
Size: Medium
Group: Blaster Pistols

-Dual Forearm Force Blades
Cost: NFS
Damage: 3d8
Critical: 20
Range Increment: -
Weight: 1.5 kg
Stun Fort DC: -
Type: Slashing
Size: Large
Group: Exotic

Game Notes: +3 to Strength, When armor is worn

Implant costs:
Device: 4,000
Surgery: 40,000

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