Equipment D6 / Nerical Defensive Armor

Nerical Defensive Armor

The ELV-779 combat armor series was one of the things created by Elvar Nerical 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 enrgy from a blaster or stun baton and charge the defensive matyrix 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 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.

Model: ELV-779 Combat Plate
cost: 3,000
Availability: 2,R
Game Notes: +1D+2 physical, +1D energy (torso). If an energy weapon is used against the wearer and is succesfuly resisted against, the micro-filament grid built into the armor absorbs the energy and adds a 1D charge to the defensive matrix.
Weapons:
Defensive Matrix:
Scale:charchter
range:touch
Damage: * (0D plus 1D for every charge; can hold up to 10 charges)

Model: ELV-779 Combat Helmet
cost: 1,200
Availability: 2,R
Game Notes: +1D physical, +2 energy (head). If an energy weapon is used against the wearer and is succesfuly resisted against, the micro-filament grid built into the armor absorbs the energy and adds a 1D charge to the defensive matrix.
Weapons:
Defensive Matrix:
Scale:charchter
range:touch
Damage: * (0D plus 1D for every charge; can hold up to 10 charges)

Model: ELV-779 Combat Arm Bracers
cost: 2,100
Availability: 2,R
Game Notes: +1D+2 physical, +1D energy (arms). If an energy weapon is used against the wearer and is succesfuly resisted against, the micro-filament grid built

into the armor absorbs the energy and adds a 1D charge to the defensive matrix.
Weapons:
Defensive Matrix:
Scale:charchter
range:touch
Damage: * (0D plus 1D for every charge; can hold up to 10 charges)

Model: ELV-779 Combat Leg Greaves
cost: 2,100
Availability: 2,R
Game Notes: +1D+2 physical, +1D energy (legs). If an energy weapon is used against the wearer and is succesfuly resisted against, the micro-filament grid built into the armor absorbs the energy and adds a 1D charge to the defensive matrix.
Weapons:
Defensive Matrix:
Scale:charchter
range:touch
Damage: * (0D plus 1D for every charge; can hold up to 10 charges)

Model: ELV-635 Anti-conductive boots
cost: 800
Availability: 2
Game Notes: +1D physical, +2 energy (feet). Electricity can not be conducted through these tough combat boots. They were specily designed for use with the ELV-779 series to stop the energy in the defensive matirx from going to ground.

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