Equipment D20 / SoftEdge Stealth Suit

SoftEdge Stealth Suit

The RanCorp SoftEdge stealthsuit is an amazing technical inovation and is uite expensive. not only that but it's highly illegal on most planets and thus hard to come by. A thermal baffling system is built into the suit to keep the wearer from being detected by thermal sensors. The baffler can only handle a maximum rapid temeprature change of forty degrees but that is still very considerable. The suit is amde from a special fabric that actualy absorbs sound waves making the wearers movements silent unless they bang into something and the sound waves can move out away from the suit. The suit also has a quality that blends itself into shadows rather well. The plant this fabric comes from is found almost exclusively on the home planet of the Defel which explains the fabric's mysterious qualities. The heat baffler has a charge for 18 hours and a wall mounted reacharger is needed to repower the bafflers. With it's release RanCorp's Jade Ops team are going to be much more dangerous and a growing concern is spreading through metacorp that industrial espionage and sabotage is going to start dramaticly increasing.

Model: RanCorp Softedge MGS-97 Stealth Suit
Type: thermal baffling/stealth suit
Type: Light (Thermal Baffling/Stealth Suit)
Cost: 28,000 (2300 for recharger)
DR: 2
Max Dex Bonus: +6
Armor Check Penalty: -3
Speed: 9 (10 m), 5 (6 m)
Weight: 5 kg

Thermal Cloaking: +8 Hide vs thermal sensors at distances greater than 5 meters. If the heat change is greater than 40 degrees in one round the suit's controls are blown. (can't handle the rapid change)

Sound Abosrption: No sound is emittied from the suit and the wearer's movements are made totaly silent unless they hit something to make the sound waves escape away from the suit's influence. Anyone trying to hear the wearer will fail. This feature grants a +20 bonus to the users Move Silently skill.

Shadow Blending: When sneaking in shadows the wearer gets a +3 bonus to Hide against visual methods of detection, this bonus is only in dark shadows and the person must be totaly in the shadows.

Recharge Rate: The heat baffler must be recharged every 18 hours. Recharging takes 1 hour per 2 hours drained. The recharger is rather large and usually wall mounted and is rather expensive.

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