Equipment D6 / Otacon Industries Military Ste

Otacon Industries Military Stealth Suit

Otacon Industries was contracted by the Empire to create a suit, a soilder could wear that would keep him invisible. Otacon Industries had been experimenting in a liquid that would change the object clear or at least a light shadowy green. They were unsure if it would work or affect a human. The Empire then brought fourth a near dead soldier code named "Grey Fox." Grey Fox was barely alive. He only sustained his existance by a group of machines that left his blaster ridden body intact. Otacon Industries deceided to build the experimental armor around him, add legs and give him a special helmet. They injected him and the armor with the liquid. They more or less fused the to people together much like the known Darth Vader. Altho this was amuch more recent and improvement over the older Vader model. Grey Fox was givin a super eye outside the helmet that boosted his perception. He whole body became one with the suit. He was experimentaly used on test operations. He preformed excellently. The suit gave him near invisibility, super senses, great agility and movement and a strength unmatched by any normal human. Thw downside was that he lost his personal side, all free thought and imagination since he was fused with the machine. His mind signals a computer which injects his body and suit with the experimental liquid and makes him near invisible. After a few missions he was equiped with a new sword that could cut throgh nearly every-thing. He was greatly pleased with this. He then preformed a few more operations. The sword gave him a sense of his old self. His orginal mind took over the suit and he relized the slave he became. He broke free, took anew arm blaster that was going to be equiped on him and then killed most of the Imperial guards and Otacon Industries personel. He disapered without a trace. The plans were hidden away and another prototype was not considered. Grey Fox now roams the galaxy...

Model: Otacon Industries Military Stealth Suit Mark I
Type: Experimental Military Power/Stealthsuit and Armor
Scale: Character
Crew: 1
Consumables: N/A (person no longer requires food)
Equipped With:
- Armored Suit (+3D physical, +2D Energy) Wearer can not remove the armor, Can only remove a face plate and right Arm. Gives an extra +3D to to climbing/jumping.
- Super Power Legs+3D to to climbing/jumping
- Modified Macrobinocular Cyclops Eye

- Subspace Radio (750 kilometer range)
- Stealth Mode (To initiate the stealth mode the wearer must activate the liquid and have it injected into his body. The liquid battles the wears immune system causing +2D damage. If the damage is beaten by the wearer's STR roll, he succesfully becomes near invisible.) Requires a Perception roll of 3D to to detect wearer while invisible. Wearer gets 48 hours of liquid for invisiblility. +2D to Sneak and Hide rolls of wearers.
- Super Charge Blaster Rifle
  Skill: Blaster: Charge Up arm rifle
  Fire Control: 1D
  Range: 50/120/530
  Damage: 2D-8D
  Note: The right arm rifle can do up to 8D charcter scale. It charges up 2D every turn, therefor requiring 4 turns for full effect (can not shoot weapon while in stealth mode).
- Ninja Stealth Super Katana
  Skill: Melee Weapons: Super Stealth Super Katana
  Damage: 9D

Move: 17
Size: 1.8
Cost: N/A (estimated cost: 250,000)
Game Notes: +2D to Strength, +3D versus physical, +2D versus energy

---

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Jim Holm,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.