



Equipment D20 / Otacon Industries Mil

Otacon Industries Military Stealth Suit

Otacon Industries was contracted by the Empire to create a suit, a soldier 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 forth a near dead soldier code named "Grey Fox." Grey Fox was barely alive. He only sustained his existence by a group of machines that left his blaster ridden body intact. Otacon Industries decided 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 two people together much like the known Darth Vader. Although this was a much more recent and improvement over the older Vader model. Grey Fox was given a super eye outside the helmet that boosted his perception. His whole body became one with the suit. He was experimentally used on test operations. He performed excellently. The suit gave him near invisibility, super senses, great agility and movement and a strength unmatched by any normal human. The 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 equipped with a new sword that could cut through nearly everything. He was greatly pleased with this. He then performed a few more operations. The sword gave him a sense of his old self. His original mind took over the suit and he realized the slave he became. He broke free, took a new arm blaster that was going to be equipped on him and then killed most of the Imperial guards and Otacon Industries personnel. He disappeared 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: Light (Experimental Military Power/Stealthsuit and Armor)

Cost: N/A (estimated cost: 250,000)

DR: 5

Max Dex Bonus: +6

Armor Check Penalty: -1

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

Weight: 10 kg

Equipped With:

- Armored Suit: Wearer can not remove the armor, Can only remove a face plate and right Arm. Right Arm gives an extra +4 to to climb and jump when equipped.

- Super Power Legs +5 to climb and jump

- 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 2d6 damage. If the damage is beaten by the wearer's Fort roll, he succesfully becomes near invisible.) Requires a Difficult Spot or Search roll to detect wearer while invisible. Wearer gets 48 hours of liquid for invisibility. +6 to users Move Silently and Hide rolls.

- Super Charge Blaster Rifle

Cost: NFS

Damage: 2d6 - 8d6

Critical: 19 - 20

Range Increment: 53 m

Weight: 6 kg

Stun Damage/Fort Save: -

Type: Energy

Size: Medium

Group: Blaster Rifles

Note: The right arm rifle charges up 12 points every turn, therefore requiring 4 turns for full effect (can not shoot weapon while in stealth mode).

- Ninja Stealth Super Katana

Cost: NFS

Damage: 5d10

Critical: 20

Range Increment: -

Weight: 1 kg

Stun Damage/Fort Save: -

Type: Slashing/Piercing

Size: Medium

Group: Simple

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