Equipment D20 / Otacon Industries Military S

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: 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 invisiblility. +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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