Equipment D20 / Akira Shedim Powersuit

Akira Shedim Powersuit

The Shedim powersuit, is Akira's newest product. It is a very pwoerful, and very expensive peice of ahrdware. It is made of thickc eramic composite armour with light and flexible emtal lining the inside of it. The suit has a bulky build to it, and is completely black. It's eyepeices glow a firey red giving it a demonic appearance, espcialy in the dark. This big badass peice of hardware has got a repeating blaster swung voer one shoulder, a grenade launcher built into the left arm, and a silenced firearm built into the right. Ammo ejectors and insert slots are carefully hidden on the armour to facilitate reloading of all the weapons. The suit has enviromentla filters, and three hours of internal air, as wlel as many advanced sensor devices. Everything from motion sensors, to macrobinouclars, to infared is equipped on the shedim, all hooked into the MFTAS system. Advanced hydraulics and servomotors can as much as double the wearer's strength, allowing them to eprform feats they never thoguht possible before. The armour also has a built in jetpack with an easy fuel replacement system, and repulsor coils built into the boots. the rpeulsors allow the suit to actualy hover up to 15 feet in the air cosntantly, while the ejtpack supplies more considerable thrust. This armour is an extremely expesnive model and is boguht only by serious individuals, such as big time bounty hunters.

Model: Akira Armour Company Shedim-class Power Armour
Type: Heavy power armor
Cost: 16,000 credits
DR: 13
Max Dex Bonus: +0
Armor Check Penalty: -8
Speed: 10 (10 m), 6 (6 m)
Weight: 90 kg
Cargo Capacity: 30 kilograms
Consumables: 1 weeks

Equipped With:

- Multi-Frequency Targeting and Acquisition System (MFTAS):
+6 to Search and Spot checks in low-visibility situations, +6 to ranged weapon skill uses against targets that move more than 10 meters per round

- Macrobinoculars

- Motion Sensor: Can detect movement up to 100 meters away

- IR Scanner: No penalties from darkness, providing there is heat

- Enviromental Filter: Acts as gas mask, screens out any harmful substances from the air, can seal and run off three hours of self contained air.

- Subspace Radio (750 kilometer range)

- Rocket Pack (uses Flight skill; can move up to 70 meters vertically or 160 meters horizontally in a single charge. The unit has 25 charges)

- Repeating Blaster (swings over right shoulder)
Cost: NFS
Damage: 5d8
Critical: 19-20
Range Increment: 70 m
Weight: 4.5 kg
Stun Fort Save: -
Type: Energy
Size: Medium
Group: Blaster Rifles
Fire Control: +1

- Grenade Launcher (left arm)
Cost: NFS
Damage: 4d6+1
Critical: 20
Range Increment: 27 m (4 m)
Weight: 5 kg
Stun Fort Save: -
Type: Slashing
Size: Medium
Group: Heavy
Ammo: 8
Fire Rate: 2

- Supressed Firearm (right arm)
Cost: NFS
Damage: 3d10+1
Critical: 20
Range Increment: 53 m
Weight: 3.5 kg
Stun Fort Save: -
Type: Piercing
Size: Medium
Group: Slugthrowers
Ammo: 100
Fire Rate: 3
Game Notes: DC 25 Listen check to hear fired.

Game Notes: +6 to Strength

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