



Equipment D6 / VerdantTech Skybounder

VerdantTech Skybounder Fast Attack Armour

An arm dealer on Kashan by the name of Tony Blackfist purchased 15 MetaCorp Jumptrooper Armour sets from Metacorp for sale to a buyer he had on Kashan. However as the suits were in transit his buyer disappeared. Just as Tony started to wonder how he was gonna unload the armour suits, somebody took the problem out of his hands. The Temere Corporation hijacked the shipment en route and stole the suits. Tony Blackfist believes the whole thing was a setup by Jason Random, Temere Corp's president. After a couple months of studying the suits, Temere Corp sold the suits to VerdantTech. VerdantTech studied the suits and made a whole bunch of modifications. They revamped entire parts of the suit. They did little to disguise the fact that they stole the design though they did make the armour look more "appealing". The suit has very thick armoured gloves, boots, helmet, and chest plated and softer more flexible armour around the arms, legs and neck. Advanced servomotor systems make the suit move comfortably and amplify the wearer's strength incredibly. Because they don't wanna cause too much trouble, VerdantTech churns these out slowly keeping the supply to a trickle, which pushes the rather large demand up.

Model: Verdant Technologies Skybounder Fast Attack Armour

Type: Full Body Fast-Attack Armor

Era: Shadows of the Empire +

Skill: Powersuit operation: Jumptrooper Armor

Availability: 3, X

Cost: 8,000

Game Notes:

Basic Armor: +1D+2 energy, +3D physical(torso, hands, feet, head) +1D energy +2D physical (arms, legs)

Dual Jump Packs:

Moderate difficulty to control, is able to 'jump' up to 50 metres vertically and 100 metres horizontally. If the difficulty is missed,

then roll for scatter and every 2 below the difficulty, the user ends up going 1 meter in the direction of the scatter die.

Sensory Equipment:

Can track moving targets 100 meters away, moderate difficulty, it may be easier or harder depending on the location. +2D to all Sight/Sound Perception skills. Night Vision. +1D to Ranged weapons skills.

Wrist Mini-Computer also acts as Comlink.

Advanced Hydrolic and Servo Systems:

+2D to Strength related skills (does NOT apply to resisting damage).

+5 to move. -1D to Dexterity and related skills. -1D to Sneak

Climate Controlled Body Glove, Internal Life Support with 300 minutes worth of air.

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