Equipment D20 / Zealot Power Suit

Zealot Power Suit

The zealot power suit is fast moving and incredibly durable power suit which turns it's wearer into a fearsome enemy. The armor covers the entire body head to foot without inhibiting the flow of movement and actualy increasing movement speed through speclia leg enhancing servo-motors. On each forearm are force blades which are conical blades which when activated emit an enrgy wall around themselves very similar to a lightsaber. In the helmet a subspace radio, macrobinoculars and an atmospheric recycler help keep the wearer alive in harsh conditions. The ATAP allows the weaer to quickly act in response to atack and miraculously increases reflexes by feeding input directly to the brain through the cybernetic link. The cybernetic link is the armor's one downside. The weaer must get an implant to allow him to cumincate with the armor, the implant is right in the back of the head and allows the armor to feed information directly to the brain. This implant cannot be removed without killing the subject after it's installed and it's very expensive. While the armor has obvious ebenfits it also has obvious fallbacks and one must be determined to use this armor.

Model: Zealot Encounter Armor
Type: Powered Armor
Cost: 45,000 credits
Crew: 1
Cargo Capacity: 30kg
consumables: 2 weeks
DR: 10
Max Dex Bonus: +0
Armor Check Penalty: -8
Speed: 6m (10m), 2m (6m)
Weight: 68kg
Sensors:
- Atmospheric Recycler
- ATAP advanced threat assessment protocol: +3 bonus to hitting moving targets reduce multi-action penalties by 3
- Macrobinoculars
- Cybernetic link
- Subspace Radio (750 kilometer range)
Weapons:
-Wrist Mounted Plasma Pistol
Cost: Not Available for Sale
Damage: 3d10
Critical: 19-20
Range increment: 8m
Weight: 5kg
Stun Fort Save: -

Type: Energy
Multifire/Autofire: M
Size: Medium
Group: Blaster Pistols

-Dual Forearm Force Blades
Cost: NFS
Damage: 3d8
Critical: 20
Range Increment: -
Weight: 1.5 kg
Stun Fort DC: -
Type: Slashing
Size: Large
Group: Exotic

Game Notes: +3 to Strength, When armor is worn

Implant costs:
Device: 4,000
Surgery: 40,000

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