Equipment D20 / Titan Technologies Abyss H

Titan Technologies Abyss Heavy Combat Armor

The second HCA to hit the line, the Abyss was a more heavily armored and armed than the Devastator. Also like the Devastator, it has one pilot with a Neuro-Helmet to control movement. While the Devastator is well known, the Abyss will make a large debut sooner or later.

Model: Titan Technologies Abyss
Type: Powered (Heavy Combat Armor)
Cost: 300,000 credits
DR: 2
Max Dex Bonus: 0
Armor Check Penalty: -6
Speed: 6 (10 m), 2 (6 m)
Weight: 5 kg (Armor Only), 25 kg (All weapons included)

Weapons:

- Twin Laser Cannon
  - Cost: NFS
  - Damage: 5d6
  - Critical: 20
  - Range Increment: 50 m
  - Weight: 6 kg
  - Stun Damage/Fort Save: -
  - Type: Energy
  - Size: Medium
  - Group: Heavy

- Rocket Launcher
  - Cost: NFS
  - Damage: 4d6
  - Critical: 20
  - Range Increment: 60 m
  - Weight: 4 kg
  - Stun Damage/Fort Save: -
  - Type: Slashing
  - Size: Medium
  - Group: Simple

- Twin Light Flamer
  - Cost: NFS
  - Damage: 6d8 - 2d8*

Critical: 19 - 20
Range Increment: 15 m
Weight: 8 kg
Stun Damage/Fort Save: -
Type: Scorching
Size: Large
Group: Heavy

*Damage: Begins at 6d8 and decreases each round a target is on fire

- Armor Shell EMP Pulsar
Cost: NFS
Damage: 3d8
Critical: 19 - 20
Range Increment: 9 m
Weight: 2 kg
Stun Damage/Fort Save: -/DC 18
Type: Energy
Size: Medium
Group: Exotic

Game Notes:
Neuro-Helmet- Adds +6 to Str-based skills. (Only if the character has the HCA specialization) Neural Feedback- If HCA takes severe damage, roll 1d6. If 1 or 2 pilot takes 18 Vitality Points damage (not Shield damage, Physical damage).

Jet Pack- Allows 150 meters Vertical or 300 meters Horizontal Flight on 1 charge. 5 Charges

EMP Pulsar- Fires an Omni-directional EMP wave out of the Armored Shell. Disables all electronic systems outside of the Shell. Can only be activated once every 40 seconds (8 rounds). Any non-Abyss Class HCAs (which have built in shielding) will get instant Neural Feedback, 18 vitality points damage. Pulsar ionizes any and all electronic systems for 15 seconds (3 rounds) with a dissipating effect (See rules for grenades).

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