Equipment D20 / Deathtek DK-Z BattleArmor

Deathtek DK-Z BattleArmor

Deathtek built this armor initially to be mass-produced and sold to the Republic, and tried for a contract again when Emperor Palpatine began equipping his StormTroopers, but failed. The blood-red armor was designed to provide maximum mobility, while at the same time providing ideal protection. Unfortunately, the idea of an armor suit that requires charges to maintain protection wasn't particularly popular. The battlearmor suit maintains an ionic charged barrier within its shell, intended to deflect projectiles and absorb some of the energy from blaster fire.

Model: DeathTek DK-Z BattleArmor
Type: Medium (Protective armor)
Cost: 6,000
DR: 1(Armor), 1, 4, or 7 (Shield ONLY)
Max Dex Bonus: + 3
Armor Check Penalty: - 4
Speed: 8 (10 m), 4 (6 m)
Weight: 12 kg

Notes: DeathTek DK-Z battlearmor uses standard blaster clips for batteries, and at the 1st setting, uses 1/100th of a clip. At the 2nd setting, it uses 1/20th of a clip, and at the 3rd setting, it uses 1/10th of a clip. Each time the character is damaged, that number of dice is added to his armor roll, and it loses some charge. It takes 2 minutes to replace a 'battery'.

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