

## Equipment D20 / Merr-Sonn SC-Firebat

### Merr-Sonn SC-Firebat Combat PowerSuit

The Firebat variant of Merr-Sonn's SC-series combat armor turns a single person into a brutal killing machine. The main suit is quite similar to that of the Marine variant with the removal of the shoulder-mounted flood lights and the addition of a built on flamer unit.

The flamer unit is quite deadly and has an effective range of nearly ten meters.

The high combustion fuel is stored in tanks mounted on the back of the armor with projector units mounted on either forearm.

Like all the other SC-series armor suits the Firebat variant was designed to be used in nearly any environment and carries with it fifteen hours of atmosphere, a heating unit, a waste unit, a comlink as well as magnetic boots for working in the vacuum of space.



Model: Merr-Sonn SC-Firebat Combat PowerSuit

Type: Medium (Military flamethrower powersuit)

Cost: 4,000 credits

DR: 5

Max Dex Bonus: + 3

Armor Check Penalty: -4

Speed: 8 (10 m), 4 (6 m)

Weight: 20 kg

### Notes:

The suit has 15 hours of atmosphere, heating unit, waste unit, includes a comlink, a backpack napalm tank and is self-patching, while providing decent protection against blaster fire.

Weapons:

- Flamethrower

Cost: NFS

Damage: 6d8 - 2d8\*

Critical: 19 - 20

Range Increment: 1 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

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