Equipment D20 / Merr-Sonn SC-Marine Comb

Merr-Sonn SC-Marine Combat PowerSuit

The Merr-Sonn SC-Marine combat powersuit is often used by a variety of forces for everything ranging from hazardous enviroments to vacuums to completely normal combat missions. The SC-Marine armor is extremely bulky but provides excellent protection against both energy and physical weaponry.

For use in not-so-friendly enviroments the suit comes equipped with a heating and cooling unit, a waste disposal unit, carries fifteen full hours of atmosphere and is self-patching to a certain degree.

The armor was also designed to be easily modified with built in compartments for the possible installation of a holographic targeting system which would normally be hooked up to the user's main weapon.

Model: Merr-Sonn SC-Marine Combat PowerSuit
Type: Medium (Military multipurpose powersuit)
Cost: 3,500 credits
DR: 5
Max Dex Bonus: +2
Armor Check Penalty: -3
Speed: 8 (10 m), 4 (6 m)
Weight: 18 kg

Game Notes: The suit has 15 hours of atmosphere, heating unit, waste unit, includes a comlink, a shoulder-mounted flood light and is self-patching.

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