Light combat Scout Stealth armor

Type: Personal Stealth Armor

Cost: 6000

Game Effects:

Basic Suit:

+3D Physical

+2D Energy

Turbo-Projected Repulsor Grapple:

Uses either a physical or magnetic grapple. Wire guided

0-45/90/150m range.

Mounted on the right arm.

Missile Weapons skill.

Winch:

Attached to grapple , has 200 kg capacity.

Hide and shielded holsters for hold-out blaster left arm add 3d to difficulty to find.

ShockStun system

Variable electrical charge can be applied through the armors surface

1-5D (variable stun damage)

Shadowskin reflec system +2D sneak sensors absorption

Odor shield

Odor shield is a low grade molecular barrier that contains and vaporized odor molecules close to

the user. With in this field it break apart the molecular bonds of odor-causing compounds to

eliminate both odors and harmful contaminants. Thus removing 99.9% of the user odor. +3D

Hide against tracking by odor

Body Glove : Environmental system

IR/motion Sensor:

+2D PERC in darkness and/or against moving targets, ahead and to both sides.

Sensor Pod:

+2D Search, 25-200m

Olfactics enhancement Sensor

+1d Track 0-50m

Macrobinoculars

+2D Search, 100-1500m

Polarized helmet viser : Protects against flash and bright light

Search Lamp: adjustable to 1millon candle power Head

Acoustical sound dampening filters :

Auditory Enhancement sensors + 2D PERC

Sensor No-Show system adding +2D to sneak in regards to heat and infrared sensors

Broadband Antenna:

Can intercept and decode most communications frequencies. Can patch into shipboard and vehicular communications systems.

Environmental Filter:

Filters out most all harmful particles from the air.