

Equipment D6 / Nova star Space comb

Nova star Space combat armor

Type: Personal Space combat Armor

Basic Suit: +4D Physical +3D Energy +3D Strength (used for physical activity, not for resisting damage.)

No DEX penalties

Deck Clearing Blaster: Right Arm

Model: BlasTech Firespray DL-87

Type: Wide field blaster

Fire Rate: 1/2

Range: 1/5/10 meters

Damage: 5D

Game Notes:

This blaster is designed to hit as many targets as possible. Everyone within a 45 degree arc of the firer's front is hit with a successful use. Character's within fire meters of the blast cannot attempt to Dodge; characters six to ten meters away may attempt to Dodge, though all such attempts are at a -1D penalty.

Wrist Blasters:

Ammo: Powered from armor power supply

Range: 3-5/25/50m

Damage: 5D+2

Laser Cutter

Range: 0-2/7/15m

Damage: 5D (Starfighter scale)

Jetpack:

Space 1

Turbo-Projected Grapple:

Uses either a physical or magnetic grapple.

0-15/30/50m range.

Mounted on the right arm.

Missile Weapons skill.

Winch:

Attached to grapple , has 100k g capacity (wearer and his equipment).

Tractor Beam Boots

Description: These use a very short range tractor field to cling to objects allowing the user to walk



normally in zero

gravity, and to grip onto the hull of starships and other space objects.

Personal deflector shield +1D physical deflector against space debris starship scale

HUD system: Fire Control for weapon systems 1D

Sureseal Patch system: Automatic patches against suit leaks

IR/motion Sensor:

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

Sensor Pod:

+2D Search, 25-200m

Macrobinoculars:

+3D Search, 100-500m

Sound Sensor:

+2D PERC in quiet situations only.

Broadband Antenna:

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

Polarized helmet visor :

Search Lamp: adjustable to 1million candle power

Body Glove : Environmental system

Armor: incorporate a Cortosis-weave to make the resistant to light saber damage

Enhanced Life Support Systems Package:

Provides the wearer with a 24-hour air supply and grants resist hostile environments and vacuums

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