

Model: Guavian security Cybernetic armor

Type: Personal Battle Armour

Game effects:

Ablative gorget armor:

+2D phys (All)

+1D energy (All)

Central Sensor and Broadcasting Dish:

+1D PERC in darkness, smoke and/or against moving targets.

Environmental Filter:

Blocks most harmful molecules in the atmosphere.

High frequency data streams Commlink:

Using cybernetic interface can be easily and quickly flipped between encrypted channels.

Arterial chemical shunt:

Makes user immune to Stuns.

Chemical Boost:

Boosts users aggression for 2 minutes, adding 3D to Strength, 2D to Perception and 1D to Dexterity. However, user loses 1D from Dex, Str and Per, for 2 hours after use and must rest before next use.

Sealed Suit:

User can survive in vacuum and under water for 10 minutes.

Description: Cybernetic armor was high-impact armor used by Guavian security soldiers that incorporated segmented gauntlets, flexible armor shin guards, ablative gorget armor, an ammunition pouch, and a utility belt over a red and black jumpsuit. Designed to be worn by cybernetically-enhanced humans, they communicated via high frequency data streams transmitted from the central sensor and broadcasting dish in their faceplates. An arterial chemical shunt worn on the leg acts as a second heart, injecting a secret mixture of chemicals that boost a Guavian's speed and aggressiveness. Cybernetic armor made its user immune to a blaster's stun setting and allowed them to survive in a vacuum and underwater for up to ten minutes. Guavian security soldiers equipped with micro-grenade launchers wore a heavy variant of the armor that offered more protection.



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