



IMPERIAL "STEALTH SUITS".

Description:

The Stealth suits are a specialised prototype design, currently being field tested by Elite Imperial Seek and Destroy Squads. These squads are made up of four specialists each in one of these suits, one team member is a Sniper, a second is a Heavy Weapons expert, a third is Demolitions expert and the final a close combat expert.

The special Duralloy polymer weave that makes up the armor is treated during creation with chemical elements and irradiated with certain energies, which make it tough yet pliable. It then has micro circuitry built into and throughout its flexible carapace like shell. The circuitry effectively makes the wearer invisible while stationary (**Design Note:** much like a predator (out of the movies) camouflage works.)

Of course the Stealth suits have an immense power drain from the Chameleonic circuitry, but as the Seek and Destroy teams who are using it are very proficient and rarely in the field for long the 24 hours continuously, it is rarely a problem for them. The Single Heavy Cell which powers the suit tends to be ample for the single 24 hour period.

The Suit is also environmentally sealed, with an integral 4 hour air supply, magnetic boots, air filtration and recycling system for thin/toxic atmospheres. It has a built in Encrypted Communicator (DC 25 Cryptography to decode signal) with a 10 mile range. The Helmet provides Anti Glare properties darkening in bright light (this makes the wearer immune to blinding effects, or penalties from bright light), it can also switch between Normal, Magnified (x25 magnification +5 Spot), Ultraviolet and Infrared visual modes.

Further to this the Helmet has a built in computer targeting system, which allows the wearer to study an opponent for a round, and then locking the target reticle on them (Opposed Dex roll between wearer and target, if wearer gets highest result he obtains a lock, if target does he manages to evade the lock for the round) once a locked the wearer receives a +3 bonus on all attack rolls against the target.

GM's Note:

In game effect the Cloaking ability of the armor makes the wearer very difficult to spot DC 30 Stationary (DC 20 moving) plus modifiers for terrain and conditions. They have to be spotted before they can be attacked, though in melee range they can be spotted easily as a large distortion, the suits provide the same basic protection as a battlesuit (AC+7, +6 Max Dex, -2 Armor Check penalty, 10% spell fail), but without the movement penalty. They provide Total concealment bonus (i.e 50% miss chance) while more than 30ft away, closer than that they only provide on half concealment (20% miss chance).

