



# Equipment D20 / Akira Powered Protective

## Akira Powered Protective Vest

Akira Armour Co set out to design a peice of armour that would not only protect the wearer but act as a surrogate damage taker. It would absorb all the hurt, at an expensse of energy. A basic semi-hard protective vest was built with a special conductive lining atatched to a micro-shield generator. The shield generaotr used the lining to actualy create the field jsut above the vest's surface. The generator only oeprates at one fith of it's pwoer at any time but as dmage is incured it replaces lost energy with backups, thusly preventing the wearer from any actual harm. However energy weapons often interact poorly with the shield and a good enoguh hit can shrot the shiled system out, leaving the wearer without much defense. Surprisingly this evst ebcame popular among various planetary police forces where firearms were more popular than blasters. There hasn't been a single complaint about the PPV yet, except for it's price of course.

### Akira Armour Co PPV

Type: Light (Specialized protection system)

Cost: 2,900 credits

DR: 5 (torso)

Max Dex Bonus: +5

Armor Check Penalty: -1

Speed: 10 (10 m), 6 (6 m)

Weight: 3kg

Game Notes:

Energy shield: The PPV generates a small low pwoered energy shield just above the surface of the armour adidng protective strength. The shield adds +2 to resist all damage; and if physical damage is incurred while the shield is activated, for every point of damage sustained, the shield loses a point from it's energy stores. It has 30 units stored energy. However if energy damage is incured while the shield is active, the shield shorts out and cannot be used again until repaired. 10 units out of the shields are drained after every hour of use until recharged.

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