



Equipment D20 / SoftEdge Stealth Suit

SoftEdge Stealth Suit

The RanCorp SoftEdge stealthsuit is an amazing technical innovation and is quite expensive. Not only that but it's highly illegal on most planets and thus hard to come by. A thermal baffling system is built into the suit to keep the wearer from being detected by thermal sensors. The baffler can only handle a maximum rapid temperature change of forty degrees but that is still very considerable. The suit is made from a special fabric that actually absorbs sound waves making the wearer's movements silent unless they bang into something and the sound waves can move out away from the suit. The suit also has a quality that blends itself into shadows rather well. The plant this fabric comes from is found almost exclusively on the home planet of the Defel which explains the fabric's mysterious qualities. The heat baffler has a charge for 18 hours and a wall mounted recharger is needed to repower the bafflers. With its release RanCorp's Jade Ops team are going to be much more dangerous and a growing concern is spreading through Metacorp that industrial espionage and sabotage is going to start dramatically increasing.

Model: RanCorp SoftEdge MGS-97 Stealth Suit

Type: thermal baffling/stealth suit

Type: Light (Thermal Baffling/Stealth Suit)

Cost: 28,000 (2300 for recharger)

DR: 2

Max Dex Bonus: +6

Armor Check Penalty: -3

Speed: 9 (10 m), 5 (6 m)

Weight: 5 kg

Thermal Cloaking: +8 Hide vs thermal sensors at distances greater than 5 meters. If the heat change is greater than 40 degrees in one round the suit's controls are blown.
(can't handle the rapid change)

Sound Absorption: No sound is emitted from the suit and the wearer's movements are made totally silent unless they hit something to make the sound waves escape away from the suit's influence. Anyone trying to hear the wearer will fail. This feature grants a +20 bonus to the user's Move Silently skill.

Shadow Blending: When sneaking in shadows the wearer gets a +3 bonus to Hide against visual methods of detection, this bonus is only in dark shadows and the person must be totally in the shadows.

Recharge Rate: The heat baffler must be recharged every 18 hours. Recharging takes 1 hour per 2 hours drained. The recharger is rather large and usually wall mounted and is rather expensive.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Dave Maloney, Set Anu-bith, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).