

Zealot Power Suit

The zealot power suit is fast moving and incredibly durable power suit which turns it's wearer into a fearsome enemy. The armor covers the entire body head to foot without inhibiting the flow of movement and actually increasing movement speed through special leg enhancing servo-motors. On each forearm are force blades which are conical blades which when activated emit an energy wall around themselves very similar to a lightsaber. In the helmet a subspace radio, macrobinoculars and an atmospheric recycler help keep the wearer alive in harsh conditions. The ATAP allows the wearer to quickly act in response to attack and miraculously increases reflexes by feeding input directly to the brain through the cybernetic link. The cybernetic link is the armor's one downside. The wearer must get an implant to allow him to communicate with the armor, the implant is right in the back of the head and allows the armor to feed information directly to the brain. This implant cannot be removed without killing the subject after it's installed and it's very expensive. While the armor has obvious benefits it also has obvious fallbacks and one must be determined to use this armor.

Model: Zealot Encounter Armor

Type: Encounter-class power armor

Scale: Character

Crew: 1

Cargo Capacity: 30 kilograms

Consumables: 2 weeks

Sensors:

- Armored chassis (+2D+1 versus physical, +1D+2 versus energy)
- Subspace Radio (750 kilometer range)
- Dual Forearm force blades: str+3D damage moderate melee combat skill to use
- Atmospheric Recycler
- Macro-binoculars
- ATAP advanced threat assessment protocol: +1D bonus to hitting moving targets reduce multi-action penalties by 1D
- Wrist Mounted Plasma Pistol (5D; 4-10/40/80)
- Cyber-netic link

Move: 12

Size: 2 meters tall

Cost: 45,000 credits

Game Notes: +1D to Strength

Implant costs:

Device: 4,000

Surgery: 40,000

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