



Equipment D20 / Titan Technologies Abyss

Titan Technologies Abyss Heavy Combat Armor

The second HCA to hit the line, the Abyss was a more heavily armored and armed than the Devastator. Also like the Devastator, it has one pilot with a Neuro-Helmet to control movement. While the Devastator is well known, the Abyss will make a large debut sooner or later.

Model: Titan Technologies Abyss

Type: Powered (Heavy Combat Armor)

Cost: 300,000 credits

DR: 2

Max Dex Bonus: 0

Armor Check Penalty: -6

Speed: 6 (10 m), 2 (6 m)

Weight: 5 kg (Armor Only), 25 kg (All weapons included)

Weapons:

- Twin Laser Cannon

Cost: NFS

Damage: 5d6

Critical: 20

Range Increment: 50 m

Weight: 6 kg

Stun Damage/Fort Save: -

Type: Energy

Size: Medium

Group: Heavy

- Rocket Launcher

Cost: NFS

Damage: 4d6

Critical: 20

Range Increment: 60 m

Weight: 4 kg

Stun Damage/Fort Save: -

Type: Slashing

Size: Medium

Group: Simple

- Twin Light Flamer

Cost: NFS

Damage: 6d8 - 2d8*

Critical: 19 - 20

Range Increment: 15 m

Weight: 8 kg

Stun Damage/Fort Save: -

Type: Scorching

Size: Large

Group: Heavy

*Damage: Begins at 6d8 and decreases each round a target is on fire

- Armor Shell EMP Pulsar

Cost: NFS

Damage: 3d8

Critical: 19 - 20

Range Increment: 9 m

Weight: 2 kg

Stun Damage/Fort Save: -/DC 18

Type: Energy

Size: Medium

Group: Exotic

Game Notes:

Neuro-Helmet- Adds +6 to Str-based skills. (Only if the character has the HCA specialization) Neural Feedback- If HCA takes severe damage, roll 1d6. If 1 or 2 pilot takes 18 Vitality Points damage (not Shield damage, Physical damage).

Jet Pack- Allows 150 meters Vertical or 300 meters Horizontal Flight on 1 charge. 5 Charges

EMP Pulsar- Fires an Omni-directional EMP wave out of the Armored Shell. Disables all electronic systems outside of the Shell. Can only be activated once every 40 seconds (8 rounds). Any non-Abyss Class HCAs (which have built in shielding) will get instant Neural Feedback, 18 vitality points damage. Pulsar ionizes any and all electronic systems for 15 seconds (3 rounds) with a dissipating effect (See rules for grenades).

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