## Equipment D20 / Imperial Engineering P

## Imperial Engineering Power Armor Suit

The Power Armor was vastly used in the Post-Thrawn Era by Imperial troops and agents. It's main advantage over other types of armor is that it has built-in targeting systems, IR goggles, and filtration systems or air systems. Other advantages are NBC operation, deep space use, and a Imperial model Jet Pack. The name Power Armor came from the power motovator in the leg area to provide enhanced movement and it powers all systems.

Model: Imperial Engineering PAS-100 Power Armor

Type: Medium (Powered Armor)

Cost: 5000 credits

DR: 4

Max Dex Bonus: + 3 Armor Check Penalty: - 5 Speed: 11 (10 m), 7 (6 m)

Weight: 17 kg

Game Notes: This suit has 20 hours of filtrated breathing or 10 hours of atomsphere in space operations. Suit has IR goggles (No darkness penalty), Targeting system (+ 3 RAB)and Jet Pack (150 Meters vertical or 300 meters horizontal) It comes with a comlink built-in to the helmet.

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga All text and stats by Brent Eager, 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.