



## ISPD Thin Suits

### Description:

These suits are jet-black outfits that are specifically tailored to fit a single individual. The suit itself and the sophisticated electronic components that are built into it are so precisely tuned, and the suit itself, so precisely fit. That if a wearer gains or loses so much as three or four pounds, they must be fitted for a new suit. It cannot be worn over other clothing but instead fits the wearer as a second skin.

Most people wear their thin suits only during a mission, but tend to remove them when they aren't. A few individuals such as ISPD Agents within the Dragon Empire may wear their thin suit an almost day to day basis.

Originally developed for ISPD covert operations and Infiltration purposes, the thin suits have since fallen into the hands of Pirates and Black Marketeers and the like.

### Integral Benefits

In addition, a thin suit has a number of built in features, firstly it's advanced electronics constantly transmits telemetry to the ship's medical and Command officers that details the wearer's blood pressure, body temperature, EKG readings, and location, so long as they are within 2 km of the ship, this allows the operatives to be monitored while "on mission". Thin suits have an integral 2 hours air supply and is environmentally sealed allowing it to be used in almost all environments, The suit also has the ability to recycle the wearers air in thin atmospheres which effectively provides the wearer unlimited air in those environments.

The Helmet has an a Flare proof visor (Prevents Blinding, +4 to saves against relevant effects) and an advanced Optic system over one eye which provides Magnification x25 Optics (+5 Spot), which may be switched between Normal, Infrared or Ultraviolet settings, it also has a built in Communicator with a 10 mile range. The gauntlets of the suit have retractable claws which re/extract from the fingers out to about an Inch (do 1d6 Damage, 18-20/x2 Critical, also provide +2 to Climb checks). The form fitting nature and material fo the suit as well as the padding allow the wearer to move stealthily and be difficult to spot (+2 enhancement bonus to Hide and Move Silently).

Finally, the thin suits along with added padding at vital spots are made from highly durable material that is resistant to most forms of electronic and biological scanning devices (makes Dc to detect them +10 higher than normal). They also offer the wearer limited protection from blunt, impact, and energy damage, as well as extreme heat and cold. (AC +6, Max Dex +8, 0 armor check penalty, 5% Spell failure, as well as +4 to Fortitude saves from extremes of heat and cold exposure)

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## IMPERIAL "STEALTH SUITS".

### Description:

The Stealth suits are a specialised prototype design, currently being field tested by Elite Imperial Seek and Destroy Squads. These squads are made up of four specialists each in one of these suits, one team member is a Sniper, a second is a Heavy Weapons expert, a third is Demolitions expert and the final a close combat expert.

The special Duralloy polymer weave that makes up the armor is treated during creation with chemical elements and irradiated with certain energies, which make it tough yet pliable. It then has micro circuitry built into and throughout its flexible carapace like shell. The circuitry effectively makes the wearer invisible while stationary (**Design Note:** much like a predator (out of the movies) camouflage works.)

Of course the Stealth suits have an immense power drain from the Chameleonic circuitry, but as the Seek and Destroy teams who are using it are very proficient and rarely in the field for long the 24 hours continuously, it is rarely a problem for them. The Single Heavy Cell which powers the suit tends to be ample for the single 24 hour period.

The Suit is also environmentally sealed, with an integral 4 hour air supply, magnetic boots, air filtration and recycling system for thin/toxic atmospheres. It has a built in Encrypted Communicator (DC 25 Cryptography to decode signal) with a 10 mile range. The Helmet provides Anti Glare properties darkening in bright light (this makes the wearer immune to blinding effects, or penalties from bright light), it can also switch between Normal, Magnified (x25 magnification +5 Spot), Ultraviolet and Infrared visual modes.

Further to this the Helmet has a built in computer targeting system, which allows the wearer to study an opponent for a round, and then locking the target reticle on them (Opposed Dex roll between wearer and target, if wearer gets highest result he obtains a lock, if target does he manages to evade the lock for the round) once a locked the wearer receives a +3 bonus on all attack rolls against the target.

### GM's Note:

In game effect the Cloaking ability of the armor makes the wearer very difficult to spot DC 30 Stationary (DC 20 moving) plus modifiers for terrain and conditions. They have to be spotted before they can be attacked, though in melee range they can be spotted easily as a large distortion, the suits provide the same basic protection as a battlesuit (AC+7, +6 Max Dex, -2 Armor Check penalty, 10% spell fail), but without the movement penalty. They provide Total concealment bonus (i.e 50% miss chance) while more than 30ft away, closer than that they only provide on half concealment (20% miss chance).

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## FRAAL BODY COWL.

### Description:

The Fraal body cowl, consists of a small latex like rubbery material worn as a belt, with a small powerpack and attached Standard cell attached.

When switched on the material flows like liquid over the wearer, upto the neck and to the wrists and ankles only. Thus forming a rigid set of lightweight flexible armour.

The Body cowl is designed to exaggerate the form and musculature of the wearer making it look more defined .

### Integral Benefits

The Body Cowl, grants the following benefits to it's wearer.

AC+7

Max Dex +8

Check Penalty +0

Spell Fail 10%

Movement 30 ft.

It also provides the wearer a +2 competence bonus to Hide and Move silent checks, as it makes no sound at all as the wearer moves. On the contrary it seems to absorb light and sound to a small degree.

**Weight:** 4lb

**Cost:** 1000cr (available only to Fraal generally)

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## **"BIOSEED" IMPLANT.**

### **Description:**

The "Bioseed" Implant, is a genetically modified lifeform of alien origin, where it came from, or who developed them is unknown, but what is known is that should any warm blooded life-form pass within 5 feet of one then the seed becomes active and attempts to ensnare the target by firing out fleshy strands, that grasp and draw in to the Bio seed, which normally appears to be a chrysalis of about 2 feet length, by 1 foot width with a fleshy carapace like covering and pulsing blue-green veins. **(GM's Note:** Makes a Grapple check as if it had Str 24, and a +10 base attack, if it succeeds, it then attempts to pin the target, if the target cannot break free in the three rounds following that the seed implants itself through the victim).

The victim so caught is then forced to endure inscrutable pain as the Bioseed absorbs into the hosts body, forever altering their genetic makeup. In it's passive state the Bioseed in the victim appears as a glowing gemston surrounded by slightly grey-green discolouration, with many pulsing veins spreading outwards beneath the skin in the centre of the hosts chest.

In it's active form it covers the wearer from head to toe in a hard shell-like carapace of the same green-grey colour that is formed as strands from their chest explode outwards and surround the wearer hardening into the carapace.

### **Bioseed Benefits**

When a Bioseed first implants itself into a host creature, the creature suffers a permanent 2 point reduction in their CON scores, this reflects the portion of the hosts energies the implant needs to feed and sustain itself. Should the implant ever be removed, the points return at a rate of 1 point per day of rest. The wearer also suffers 2 negative levels loss, which can never be regained by means such as Restoration and so forth so long as the implant remains. This reflects the loss of humanity and addition of alien DNA to the host.

The "carapace" covering can be called forth by mental command as a free action, and provides a +10 Natural armour bonus to the hosts Ac (Note: CANNOT be worn with other armor). It does not affect the wearers maximum dexterity or movement, nor is there any check penalty, as the Carapace although tough is quite flexible for movements purposes. It also provides resistance to Fire, cold, electricity, & Acid 5. The implant does impose a 20% spell fail however.

The Bio-suit is also environmentally sealed and the whole thing recycles the hosts air providing limitless air supply. The bioseed also works to protect the host creature, regenerating damage done to it as if the host had Regeneration 2. further the implant raises the hosts strength by 4, their initiative by +2, and movement rate by 10 ft by increasing their metabolism.. this also means they must eat quite regularly to maintain their energy levels, failure to eat once every 8 hours causes the Implant to draw on more of their hosts energies



to sustain itself, effectively causing 1 point of temporary Con loss further, this continues with another point being lost for every 4 hours that pass without feeding, should the hosts CON ever reach zero, they and the Bioseed both die.

The host also gains Low-light and Darkvision if they did not have them before. An additional effect of the Bio-seed is the ability to cause spurs of the bone-like carapace to extend from the forearms into scything blade-like spurs, these being able to do 1d12 Damage (x3 Critical) each. In addition to this the gem-like stone in the hosts chest can also call forth energy into itself 1/Day, which can be expelled outwards in a ball of fiery plasma that does 9d6 damage to everything in 30 feet, Reflex save (DC15) for half, doing this is physically draining for the Host who loses 1d6 Temporary CON points, these return at a rate of 1 per hour.

The bioseeds were, undoubtedly created by some Alien races as a means of creating super warriors to fight in some long since forgotten war. The host also has a hidden directive, should they ever encounter a member of the Mollok race the host must make a Will save DC35 to resist having to attack to kill it/them attacking all out, unable to stop until they are dead.

**Weight:** 10lb

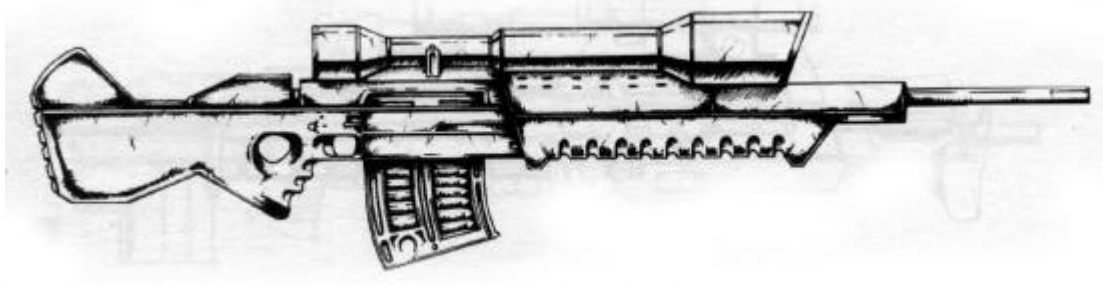
**Cost:** N/A

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## Customised "El Diablo" X311a SNIPER RIFLE.



Weapon	Cost	Damage	Critical	Range increment	Weight	Type
X311a Rifle	20,000cr	Special	x4	300 feet	13lb	Varies

The Customised "El Diablo" X311a Sniper Rifle, is of unknown design originally, but is believed to have been made in the Outlands somewhere. This particular model gained renown as a tool to be feared in the hands of the renowned slayer of the unjust, called Ree Tau.

### Notes:

The Gun, which has a 20 round magazine capacity, uses specially made and enchanted Silver Nitrate-Armor Piercing .30-30 Caliber rounds. Each round doing 3d6 Damage, and being able to hit any creature as if they were +5 for purposes of overcoming Damage resistance. The rounds also do double damage against undead. Finally these rounds also double the threat range of the weapon (making the guns threat range 19-20/x4).

The gun so long as routinely maintained (DC15 Craft Gunsmithing) makes almost no sound and has very little muzzle flash making it more difficult to locate the firer through sound or looking for the muzzle flash (+5 to Listen and Spot DC's to do so).

The gun has been further modified with a top mounted telescopic computer sight, which provides the user a +2 bonus to hit.

Additionally the most recent modification was the addition of a magically enchanted Magazine, each morning so long as at least one round of appropriate calibre ammunition is left inside the magazine it refills to the full 20 capacity. **Note:** however the magical copies cannot be removed from the magazine, except through use and hence expenditure of the round. Any attempt to remove them otherwise and the magical copy(ies) removed vanish.

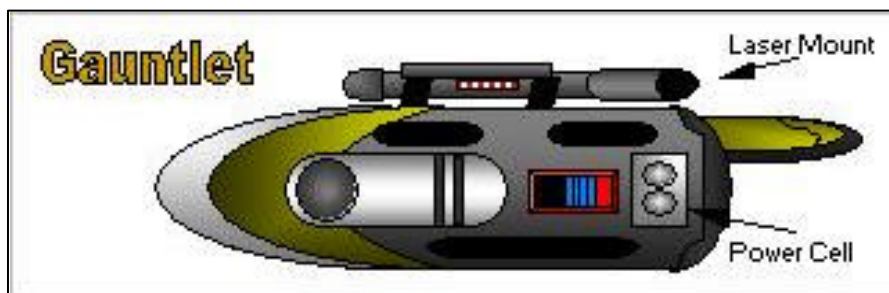
**Silver Nitrate AP Rounds:** (These specially made rounds are blessed and enchanted during creation, specially crafted and designed for their purpose, making them very rare. They provide a +1 to attack and Damage, Ignore Damage Resistance and act as if +5 for the purposes of being able to attack a foe, in addition they cause double damage on all undead).  
*Caster level: 10<sup>th</sup>; Prerequisite: Craft Arms and Armor, Greater Magical weapon, Holy smite, True Strike, must be good. Market Price: 50,350 credits (for 50 rounds, that's 1007cr each!).*

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## The Prototype Resistance "GAUNTLET".



Weapon	Cost	Damage	Critical	Range increment	Weight	Type
Gauntlet	10,000cr	2d10	x2	100 feet	3lb	Fire

The Prototype "Gauntlet" was developed by the Resistance fighters, known as the Sons of Arias, a group of Half Dragons devoted to Arias a now deceased gold Dragon, who sought to fight back in secret against the atrocities being committed by Mezzenbone, under his rule. The Gauntlet prototypes were recovered from the Destroyed resistance base on the planet Ridgea.

Combining a sophisticated minicomputer with the same capabilities as a Datapad (SFHB pg106), personal communicator, security and multiscanner, with a built in Laser pistol and unique energy shield, all into a small forearm bracer type design, that is powered by a single Heavy Cell.

### Notes:

The Gauntlet's Energy shield, protects the wearer with an invisible energy field, that sparks and crackles blue whenever incoming fire hits it, it isn't impenetrable, nor will it absorb all damage, but what it does do is provide a significant measure of extra protection for the wearer (+4 Deflection bonus to AC).

The Gauntlet's laser has the capacity for 50 shots, before the Heavy cell is depleted. For each hour the Shield is active the number of shots available goes down by one, if the Heavy cell is depleted either via the shield or the laser, then the Gauntlet becomes inactive.

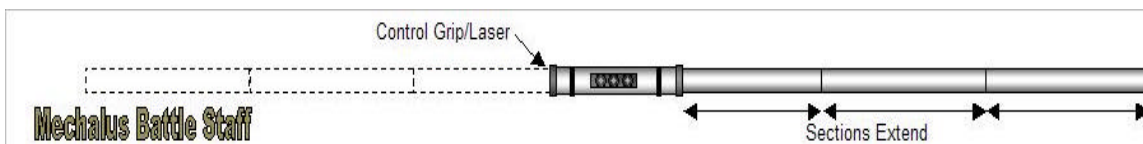
Fortunately the Heavy cells used in the gauntlet are of a new design themselves (cost twice normal), and can be recharged, however each time they are recharged they lose 1d4 charges from their maximum charge capacity. (e.g Lt. Abel recharges his Gauntlets cell after having depleted it, his player rolls a D4, getting a 3, once the heavy cell is recharged it now only holds 47 charges maximum less than it previously had. Eventually Lt. Abel will have to replace the cell).

For those using my Custom computer rules, the Minicomp in the Gauntlet is as follows.

**Processor:** Type 1 Alpha **Effective INT:** 9 **Actions/Round:** 1 **Max Prog Rating:** +2  
**Memory:** 20 Terabytes **Max Prog Size:** +2 **Max No. of Progs:** 10 **Primary Power Source:** Heavy Power cell **Secondary Power Source:** None **Cost:** 9,870 credits  
**Extras:** Motion Sensor, Multiscanner, Terminal, Personal Communicator, Security scanner, EMP shielded.



## Mechalus Battle Staff.



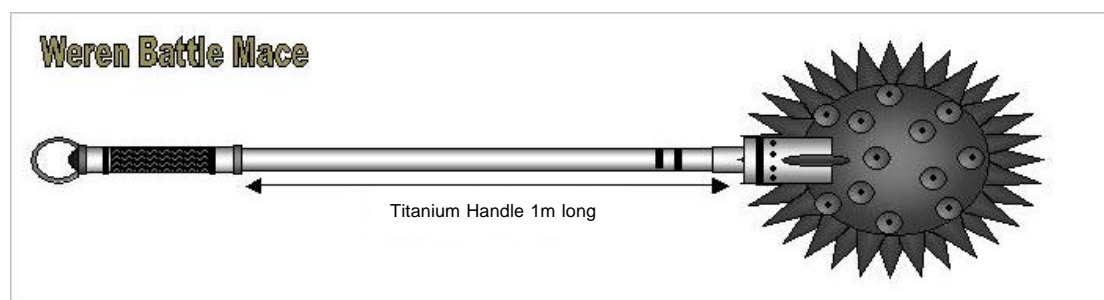
Weapon	Cost	Damage	Critical	Range increment	Weight	Type
Battle Staff	1,000cr	See Below	x3	--	4lb	Fire/B

The Mechalus Battle Staff is a high tech design, consisting primarily of a handle, with control grip. Upon the control grip are the control buttons, one to extend/retract the staff which causes the staffs sections to telescope out of the handle, and lock into place, this is the Battle Staff form. The second button allows the bearer to fire a powerful laser blast from out of the handles end. The final button causes the handles powerpack to overload and explode in much the same way as a grenade would, but significantly more damaging. This of course destroys the weapon in the process, and is meant only for last ditch efforts.

### Notes:

The Mechalus Battle Staff is an Exotic Weapon, and requires the Exotic Weapon proficiency to be able to use without penalty. The Weapon does damage as follows; as a Staff (2d4/2d4); as a Laser (2d10 Fire damage, 20 shots); and in the overload (2d10/per remaining shot, with a blast radius of 30 feet). The Staff is powered by a Standard energy cell. Note: A minimum of one shot remaining in the cell is required for it to have enough power for the staff to be able to extend/retract.

## Weren Battle Mace.



Weapon	Cost	Damage	Critical	Range increment	Weight	Type
Battle Mace	100cr	1d12	x3	--	30lb	B

The Large sized Weren Battle Mace, is a weapon few respect until they face a Raging Weren using one. It is a Titanium hafted weapon, specially weighted and crafted to provide maximum impact, topped with a Spiked ball of Fire hardened Admantium.

### Notes:

The shaft & spikes of this weapon head, are slightly hollow, allowing a vial of poison or acid to be inserted into the handle, which then is leaked out the spikes when it hits in combat, doing additional damage or status effects as appropriate.

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## Weren (Black powder) Flintlock Pistol.



Weapon	Cost	Damage	Critical	Range increment	Weight	Type
Flintlock	100cr+	1d10	x2	50 feet	6lb	P

The Weren being a Renaissance technology people, still prefer to use Black powder weapons, like the Flintlock pistol. They do not like Muskets, preferring pistols, so they can fire off an opening volley and then close to melee. The Weren pours some powder down the barrel, compressing it in, then drops a lead ball down, compressing that in to load. Then they merely pull back the hammer which drops when the trigger is pulled hitting a piece of flint to create a spark, which ignites the gunpowder and expels the lead ball down the barrel at force in a cloud of smoke.

### Notes:

The flintlock pistol, is not exactly a reliable weapon, on a natural roll of 1, roll a d6, on a result of 1-5 the pistol has misfired and does not discharge, on a 6 it explodes in the users face, destroying the weapon and doing 4d6 damage (no save). Also if the weapon is exposed to water it will not fire 8-10 on a d10.

Powder horns of Gunpowder and bags of 20 lead balls can be bought for 10cr from any Weren settlement or trader, they are exceptionally rare most other places.

## Weren (Black powder) Hand Bomb.



Weapon	Cost	Damage	Blast Radius	Rng incre	Weight	Type
Hand Bomb	10cr+	5d6	10 feet	10 feet	6lb	P/Fire

The Weren Hand bomb, is a hollow iron ball, filled with gunpowder and with a short fuse attached, it is simply lit then thrown exploding on impact.

### Notes:

The Hand bomb does half fire, half piercing damage. It may misfire as the pistol.

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