

Endoskeletal chassis

A remarkably organic looking humanoid skeleton, the Internal Skeleton (IS) carries a similar role.

The Internal Skeleton is static and it's bones are unable to stretch and warp. However, joints are placed carefully as so no joint can be locked into place involuntarily and no joints can be dislocated which also gives the frame a vastly higher range and ease of motion. Joints are also placed in unique locations as so limbs can "open" to accommodate fitted equipment and lock to fit it or "close" when no equipment is fitted reducing the overall profile of the unit. Key equipment often includes generators, engines, armaments, muscle/motors and so forth.

Endoskeletal Chasis are modular and do not necessarily need to be humanoid or covered with the Structural Meshing System to make an effective Powered-Armor.

Theoretical applications could include large mecha, provided the chassis is scaled up and parts accordingly.

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