Custom Apparel Guide

This guide was designed to allow people to construct a large and varied range of unique or specalised clothing without having to use the technology submission forum to acomplish that. Listed below are a range of options that can be combined together for just that - allowing everything from simple leather trenchcoats - to advanced (and expensive) hazard suits built to survive in the depths of space.

General Info

Some basic limitations apply. Your character must have reasonable access to a faction with the capacity and the materials to make whatever it is you want. It needs to stay reasonable, no massive Space Marine armor that is miraculously light. Some of the upgrades are mutually exclusive, they just can't be combined, primarily the packs, and the various coatings. This also includes things like the tightened weave and breathable materials upgrades. Keep in mind that a top of the line set of armor will generally cost more than the 3000KS starter cash limit most characters have, so you may have to wait until later in the characters life to get some of the really high end stuff.

All items made with this list need to be approved by a GM, and anything valued over 1500KS should be put through the NTSE.

Cost

Cost is calculated for each item in the same basic manner. Each item has a number designated for both light and heavy materials. Those indicate the overall quantity of materials that go into the item, and can be increased or decreased by certain upgrades to the item. Obviously, as the quantity of materials goes up, so does the weight. A decent rule of thumb for a minimum weight is .5 lbs for each light material, and 2 lbs for each heavy material. The one caveat is that light points can never drop below 1, as that is the minimum material needed to either hold the item together, or is the entirety of the item.

Calculating the cost is done by accounting the value of the chosen material for each point used. So, for example, a plain shirt has 5 light materials in it. If it is made entirely out of SynAraS with no upgrades whatsoever, the shirt would cost 400ks, 80ks for each quantity of SynAraS included. Items *can* be made out of multiple materials if desired, but all materials need to be specified and accounted for. Each item has to account for all materials listed for its item type, those counts are set.

There is a baseline cost of 25KS attached to any custom order for every 5 material points included, rounded up. This means something with 12 points would count as having 15, and would add 75KS to the total cost to reflect the labor involved in the creation.

Upgrades

An item **can** still be upgraded after creation, but there are a few things to keep in mind while doing so.

First, is that the base construction materials can't be altered. If it was made out of rubber in the first place, you can't upgrade that to SynAraS after the fact. This also applies to upgrades that would alter those base materials, such as tightened weave, or breathable materials. Those upgrades can only be applied during the initial creation.

Characters can upgrade items themselves, but only if they have a high Maintenance and Repair skill, and with approval from the GM on the feasibility of the upgrades in question. The costs of the upgrades being applied are the same as they would've been initially, with a one time 25KS fee for labor, unless the character is performing the upgrades themselves.

Mass Production

Gear made with this guide can also be mass produced for use at the faction level, or even just at the plot level. Any gear with more than 10 copies of the same item being made receives a 40% discount if it's cost was under 2000KS to start with, and a 25% reduction in cost for all items above that. This gear must be approved by and made by an approved manufacturing company in order for these benefits to be reflected.

The Guide

Nomenclature Information

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===Name===

  * Type:
  * Role:
  * Mass:

**Description:**

**Field Maintenance Procedure:**
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- Name your item whatever you would like, that's entirely preference.
- The type should clarify the primary materials and type of item, eg., Duraplast Combat Vest.
- The role should clarify what the items purpose is. Is it meant to be superior body armor for you? Is it just to make it you pretty? Does it serve to enhance some aspect of your day to day life?
- See above for weight guidance.
- Then you do the description, describe coloring, materials, how bulky or stream lined it is, and the general geometry. Try to avoid using descriptions along the lines of “it looks just like Master Chief's”, and other such examples pulled from elsewhere. We pride ourselves on originality. Your gear should be adequately described, but just remember that not everybody has a fully visual imagination. Pictures would be fantastic, but are not required.
- Depending on the amount of abuse it receives in the field, armor may require occasional to frequent maintenance. Gear with electronics will require some skill in engineering, maintenance or

tech use. You may also consider learning to sew.

Apparel Types

Headgear

Hat

From ballcaps to cowboy's hats, hats have been a staple across history, and the modern era is no exception. While they offer little to no protection, a fair bit of technology can be built into them nonetheless.

- **Light Materials:** 1
- **Heavy Materials:** 0

Visor

Favorites of snipers and technical staff, visors provide much needed tactical information. On worlds with difficult optics, visors are often used to filter out blinding sunlight, or amplify it in low light settings. Typically, they are equipped with range finders, comms systems and scanning gear.

- **Light Materials:** 0
- **Heavy Materials:** 1

Helmet

Staples of most armed forces, helmets provide protection to the vulnerable areas of the forehead, cranium, as well as the back and sides of the head. Many find them bulky or cumbersome, but the tradeoffs are well worth it. The level of protection is dependent on the type and thickness of materials used.

- **Light Materials:** 1
- **Heavy Materials:** 2

Rebreather/Gas Mask

A rebreather is a type of breathing set that provides a breathing gas containing oxygen and recycles exhaled gas. A gas mask is a mask worn on the face to protect the body from airborne pollutants and toxic materials. The mask forms a sealed cover over the nose and mouth, but may also cover the eyes and other vulnerable soft tissues of the face.

- **Light Materials:** 1

- **Heavy Materials:** 0
- A rebreather has an additional cost, equal to the number of hours the filtration systems need to last multiplied by 70ks, to accommodate the parts necessary. It also adds an additional light material every two hours past the first set.

Tactical Helmet

A tactical helmet combines the protective qualities of a standard helmet with the tactical benefits of the visor. It's a favorite of commando units, and other high end military forces.

- **Light Materials:** 1
- **Heavy Materials:** 3

Hazard Helmet

Hazard helmets are tactical helmets fitted with some sort of rebreather/gas mask and are made to be completely airtight when worn. These are typically worn with a Hazard Suit.

- **Light Materials:** 2
- **Heavy Materials:** 3
- See rebreather for filtration cost details.

Body Armor

Combat Vest

The combat vest is an item of armor that protects the torso from weapons fire. The most commonly seen type is made to protect ballistics. While this variant offers limited protection against stabbing or slashing attacks unless augmented with anti-stab/slash protection, there still are plenty of vests designed to resist such attacks. Designs with protection from beam weapons in mind are coated with energy dispersive coatings.

- **Light Materials:** 4
- **Heavy Materials:** 4

Full Body Armor

Full body armor provides additional protection to the vulnerable areas of the torso, neck, arms, legs and groin. Generally, this type of armor is composed of a flexible and solid soft armor, covered in plated of a more robust hard armor. Composites of the soft/hard armor connect the hard armor plates. Despite the excellent protection these suits afford, they can be extremely heavy and may limit movement.

- **Light Materials:** 10

- **Heavy Materials:** 10

Hazard Suit

In incredibly hostile environments, a hazard suit is the only suitable protection. Worn to protect against radiation, chemical and biological agent, extreme heat as well as hostile fire. The hazard suit is a rugged combination of the standard hazmat suit and the durable full body armor. Typically, the suits are fitted with oxygen tanks and stimpacks for prolonged performance in the field. Additionally, a stripped down Hazard Suit makes ideal piloting gear, especially when fitted with an interface. Worn with a Hazard Helmet.

- **Light Materials:** 10
- **Heavy Materials:** 12

Heavy Clothing

Jacket

The standard leather jacket provides little more than insulation from the elements. Upgrades may offer some defense against ballistics.

- **Light Materials:** 6
- **Heavy Materials:** 0

Trenchcoat

The ubiquitous article of clothing for detectives and vagabonds, the trenchcoat offers better protection against the weather than the normal jacket. Upgrades offer improved defense against ballistics and lasers.

- **Light Materials:** 8
- **Heavy Materials:** 0

Duster

A very old-school looking piece of equipment, this kind of clothing isn't seen much outside of historical movies and plays at this point, but still has a strangely active market.

- **Light Materials:** 8
- **Heavy Materials:** 0

Vests

Vests cover the area of the torso exclusively, and are worn over a shirt but under a jacket. The un-upgraded dress vest is better for little more than looks.

- **Light Materials:** 4
- **Heavy Materials:** 0

Chaps

These favorites of bikers offer excellent protection from the elements when exposed to the winds at high speeds. Usually made of a durable material like leather, chaps still offer little actual protection on their own.

- **Light Materials:** 4
- **Heavy Materials:** 0

Gloves

Gloves offer protection and comfort from cold and heat to the hands. Plated gloves offer protection from physical trauma, that could otherwise maim or cripple the vital appendages. Fingerless gloves are useful for cold environments where dexterity is required that gloves would restrict. In addition, small blades can be concealed in the wrist and back of the hand.

- **Light Materials:** 2
- **Heavy Materials:** 0

Boots

A boot is a type of shoe that covers at least the foot and the ankle and sometimes extends up to the knee. Most have a heel that is clearly distinguishable from the rest of the sole, even if the two are made of one piece. Combat Boots are more rugged variants, made to withstand prolonged abuse. A plated and reinforced boot can withstand small and medium arms fire. In addition, small blades can be concealed in the front sole of the boot.

- **Light Materials:** 3
- **Heavy Materials:** 0

Light Clothing

Shirts

The shirt is an item of clothing that covers the torso and usually the arms. Certain styles cover less, but at least cover most of the front torso.

- **Light Materials:** 5
- **Heavy Materials:** 0

Pants

Pants are articles of clothing that cover the area of the waist to the ankles. Certain styles cover less, but at least cover most of the hips and legs.

- **Light Materials:** 5
- **Heavy Materials:** 0

Shorts

Shorts are shorter versions of pants made for hotter climates. They cover the area of the waist to the knees, but certain styles will cover less. Generally speaking, a pair of shorts will at least cover the hips and buttocks and part of the thighs.

- **Light Materials:** 3
- **Heavy Materials:** 0

Shoes

Typically, shoes cover the entire foot, and stop right above or below the angle. Shoes are composed of a heavy, but flexible sole, a material to cover the rest of the foot and laces to secure and tighten them. In addition, most shoes have light to heavy padding on the inside.

- **Light Materials:** 2
- **Heavy Materials:** 0

Materials

Light Materials

Ballistic Mesh

An new adaptation of an old favorite, Ballistic Mesh is still a favorite of armed forces all around known space. Clothing reinforced with a Ballistic Mesh padding is able to withstand most small arms and a certain degree of rifle fire.

Cloth

Cloth provides some protection versus slashing and stabbing, but is the least useful versus ballistics. On a modern battlefield cloth it's half a notch above being naked. But at least it's warm.

Exotic Fiber

Exotic plant fibers provide a good balance between flexibility and protection. This material provides decent protection in the way of ballistics, and still maintains adequate protection from melee attacks.

Leather

Leather is a material created through the tanning of hides and skins of animals, primarily cattlehide. The tanning process converts the skin into a durable, long-lasting and versatile natural material for various uses. Provides minor protection vs slashing and stabbing, but little in the way of ballistics.

Rubbers

Flexible and stretchable materials like neoprine and spandex feature fantastic flexibility. These materials are usually skintight, and quite durable. They offer minimal protection against anything, however.

Silk

Silk is a luxurious and durable protein fiber created by the silkworm, and is valued by wealthy traders and nobility as a clothing material of choice. It has a slight sheen from the shape of the fibers, and has the unusual quality of becoming much stronger while wet.

Synthetic Arachnid Silk

Once the exact makeup of spider's silk was cracked, and it's synthesization process was mastered, transgenic animals were abandoned in favor or more efficient means. The result was SynAraS, a fiber with a density to strength ratio of 4 to 5 times that of steel. SynAraS is manufactured as either a silk cloth, or a thicker mesh armor.

Heavy Materials

Basic Metals

Including steel, and most common alloys. These metals provide optimal protection from melee attacks, but are heavy, ineffective against ballistics and have a nasty tendency to buckle inwards. The cheapest of the heavy materials.

Ceramics and Industrial Plastics

Despite being a lighter alternative to typical metals and alloys, an industrial grade plastic, made of extra strong polymers and reinforced with diamond nanotubes, or heavy ceramic plate doesn't compromise on strength. It's much tougher than steel, and grants substantial protection versus ranged and melee attackers. The lightest of the heavy materials.

Composite

Composite materials, such as Duraplast or Duramite, are a mid ground between the tough and bulky metals and light a maneuverable ceramics and plastics. Duramite, a meshed plate of Heavy Ceramic and durandium is a potent blend of speed and strength. While it is heavier and more expensive than non-metals, it provides fantastic protection for weight.

Durandium/Similar alloys

Sometimes you just need quality and this quality comes from metallic alloys like Durandium and its ilk. While substantially heavier and more expensive than your basic materials, you are provided with much tougher armor.

Upgrades

Base Upgrades

You may have any number of base upgrades on any article of clothing or armor.

Bio-organic materials

Want to feel like you're inside a Mindy all the time? This applies living flesh to parts of the clothing. The femtos flesh is highly responsive to impulses from a neural interface or the SPINE system and also enhances strength and movement.

Breathable materials

These materials allow the skin to “breathe” better, reducing the stifling effects of clothing, and allowing

the clothing to feel thin, and breezy. This allows sweating, among other things, to occur unhindered, but may also reduce the water resistance of the clothing.

Extra/Hidden Plating

Increases the amount of heavy materials used. When used on clothing, it can either plate the inside or outside, depending on user preference. The application of plating to boots or gloves can drastically increase the damage potential of blows.

Extra Padding

Increases the amount of light materials used.

Fluid Wicking

Specialized materials wick fluid away from the skin, allowing you to feel less sticky in humid or hot conditions. Water can only exit through, not enter.

Grounding

Special construction on grounded garments set up non-conductive layers against the skin, with special conductive paths leading away from the body. It increases protection from electric shock, though cutting a few of the conductive wires can have a bad effect.

Heavy Fibrous Weave

In practice, including a weave made from nanotubes of any strong material should vastly increase durability and protection. As to avoid weight issues, the amounts used are minimal, and it is suggested to use lighter composites or plastics rather than a heavy alloy like durandium.

Insulation

This insulation consists of several layers of powerful insulates woven into the clothing to increase insulation. It protects equally well against hot and cold… things on the inside stay about the same temperature unless they increase temperatures themselves. This also provides some protection from shock.

Power Weave

Includes a fully functioning electrical system into the suit, allowing for the addition of electronics and other systems. Requires some sort of power source.

Reduced Plating

Reduces the overall weight by reducing the use of heavy materials. Does not remove plating, only thins it.

Reversible clothing

Reversible clothing has a second pattern on the other side. While the cops are looking for a punk in a white cotton T-Shirt and blue-jeans, you can reverse your clothing (Hopefully quickly), and suddenly be a punk in a black Lycra pants, and bright pink shirt.

This upgrade cannot be applied to armored items.

Self-Repairing Nanites

Your expensive clothing gets damaged. You don't want to buy a new one, and tailors are expensive... so what do you do? You mix in repairing nanites that keep in maintained. Small holes and rips will be closed in seconds (for a pinprick) to minutes (For a 2CM rip). Larger tears and rips will be closed in hours. These do NOT produce material though, just move it around, so if material has been removed you need to hunt it down. Also movement can disrupt the repairs by continuously re-opening the hole, so you may need to tape some of the larger rips back into place, at least temporarily.

Tightened Weave

Tighter weaves feel thinner, and smother. They also have a certain amount of water-resistance, though are not water-proof, and they have wind-resistance as well, while still being able to allow the skin to “breathe” properly. In addition, tighter weaves make a fabric much more tear resistant.

Carbon Nano-fiber Weave

Not exactly bullet proof, having your clothing made with a carbon nanotube weave makes it quite resistant to tearing and burning, though it still transfers heat. If you get shot, or punched, the clothing probably will not tear, but on the other hand, it doesn't disperse kinetic energy.

Coating/Plating

Coatings and platings add a first line of defense and other functions to existing heavy armor. Some require at least 1 heavy cost point.

Beam Dispersive Coating

By applying a coating that causes the separation of a high energy light wave into spectral components with different wavelengths, one is able to shrug off a lot of the damage from laser weapons.

Contact poison

Special proofing of the weave allows contact poison to be applied either to specified patches, or the whole of the article of clothing without worrying about it seeping through and/or poisoning you. mind you can still screw up when applying it, or when putting on/taking off the clothing.

Reactive Armor

A heavy layer of this unstable armor material can stop rounds by blowing off in small chunks instead of crumpling or being punctured. When vaporized by laser fire, it explodes into a cloud of beam fouling colloid. Requires heavy armor.

Electronics

While functional to Powered Upgrades, Electronics do not require a powerweave to function. They are usually added onto compatible headgear.

Comms System

A typical comms system includes a transceiver and some encryption hardware. These allow for short to long ranged communications, and are essential for most armed forces. The backpack mounted unit made for body armor has much longer range and power.

Hacking Probe

Features a wireless hacking system and an evolving database of over a thousand viral archetypes. By overloading security systems with junk data or viruses, one is able to shut down, destroy or take control the computerized systems of vehicles, bombs, smart fire missles and even certain robots and androids.

Neural Interface

Further intergration with machines demands a direct neural interface, which when worn, vastly increases one's proficiency with machines. However, without a limiter, usage is dangerous and often fatal, if the machine receives any damage. The limiter variant is less expensive because it is also less poweful.

Rangefinder

A rangefinder is a device that measures distance from the observer to a target, for the purposes of surveying, determining focus in photography, or accurately aiming a weapon.

Sonic Filter

Most sonic filtration units feature some kind of dampener, as well as a “smart” filter that will block out noise from gunfire and explosions, but enhance vocal sounds.

UV Filter/Light Amplification

Equipping this dual use system allows for consistent combat effectiveness in all lighting types. Light amplification takes the small amount of light available and converts it into electrical energy, and then is put on a viewable display. Conversely, the filter function merely dampens UV radiation.

Layer

Layers add additional specialized protection between the light and heavy armor in body armor or complement armorless clothing. You may only have one layer per suit.

Anti-kinetic Padding

This padding is sometimes sewn into clothing. Anti-kinetic padding consists of a jell-like fluid inside a rubber or other mostly water-tight material. The jell is made up of polymers that spread kinetic energy more evenly across the body, reducing damage from impacts. This process also ups the heat level of the jell somewhat, one bullet will raise the temperature of the jell by about a degree K on an average shirt sized pack of jell. While kinetically conductive, and certainly water-proof, if the material is pierced it will leak out, and further it is VERY thermally conductive. The jell is bulky, and reduces freedom of movement/mobility somewhat.

Impact Armour

Using the same sort of conglomerates that make starch filled water hard when you smack it, but gooey when you just gently press it, Impact amour protects against hard slaps in a similar, but different, way to anti-kinetic amour. It is slightly bulkier, and has a greater effect on mobility, however instead of turning the kinetic energy to heat, it reflects it back into the air around it, and into the thing that did the hitting. Think for a moment about what this does if you impact against it.

Plastgel

When this layer of gel is penetrated by arms fire, the exposed region expands and hardens into a durable armor-grade plastic, ejecting any rounds in the layer out of the armor. Also serves as an additional ballistic buffer for the armor.

Packs

Packs are only available on body armor. You may have up to 2 backpack upgrades.

Comms System

A typical comms system includes a transceiver and some encryption hardware. These allow for short to long ranged communications, and are essential for most armed forces. The backpack mounted unit made for body armor has much longer range and power.

Glider

This backpack mounted glider folds in and out and provides more mobility than a parachute. However, it is also much more difficult to manage and control.

Grappling Hook

When scaling great heights, it is often necessary to have some sort of hook or guide line to assist the climb. This rocket propelled version can also be used in emergencies to latch on to an anchored object in case of fall.

Jetpack

While power armor may rule the skies, why not have a go at it? This backpack mounted thruster allows standard infantry to make rapid changes in position and tactical situation.

Oxygen Tanks

With the addition of small oxygen tanks, a soldier with a rebreather apparatus is able to last much longer in poisonous or vacuous environments. The contents are either held under pressure in gas cylinders or as liquid oxygen in a cryogenic storage tank.

Parachute

A parachute is usually a soft fabric device used to slow the motion of an object through an atmosphere by creating drag. An integrated backpack mounted variant provides additional protection in case of fall and adds paratrooper capabilities.

Powered Upgrades

Powered upgrades require the Power Weave upgrade. You may have any number of powered upgrades.

Air Conditioner

This system takes heat from within the suit and transfers it outside, or takes heat from outside the suit and transfers it inside through a series of small liquid carrying tubes. The liquid is changed between a gas and a liquid to transfer heat. More advanced versions also include heating elements, and the ability to “sweat” to further control temperatures. The system will try to keep the temperature at whatever heat it is set for.

Color Changing Fabrics

The name really says it all. The climbers make the most advanced color changing fabrics around, and that's a fact, but other groups have them too. You can mix this with power and a computer to control the colors, and some sensors and… camouflage! This includes holographic methods as well as physical methods.

Computer Pocket

These pockets hold computers or part of computer systems and typically mimic or complement standard datapad functions. Sometimes they are sewn shut around the system, other types will have zippers to allow for access. They contain Data and power jacks within them.

Integrated Exoskeleton

A special framework within the clothing notices muscle movement, and enhances it somewhat. it can be tuned to improve agility with preprogrammed reflexes, but usually simply increases strength, and, in some cases, improves stability, and tries to take the load off of the back to improve carrying capacity.

Machine Interface

A machine interface is a wired connection that allows for direct contact with computerized systems when datapads aren't available. Interface wires are often connected to motion sensors, allowing for more direct interaction with systems, when connected with vehicles, these can greatly improve response times. There are no real downsides, other than having to plug in any wires manually.

Magnetic manipulation

This has magnetic properties, and is linked to a power system to allow the magnetism to vary. it can hold plasmas (as plasmas are effected by magnets).

Mechanical Servos

Mechanical servos enhance the natural strength of the user, allowing for bursts of speed or feats of great strength. These also make the burden of heavy armor more bearable.

Microboosters

Microengines mounted at key locations provide a critical burst of speed across great distances and improve the chances of dodging melee attacks and weapons fire. In zero gravity, they provide essential low to medium velocity mobility.

Mobile Fabrics

These fabrics, for various reasons, are self mobile. They can reach out and ensnare things. However making a whole article of clothing out of them is both impractical and expensive. Ribbons, ties, belts and other small things are most often made with them.

Repulsorlift

Repulsorlift technology gives the user adjustable buoyancy in air. This allows for otherwise fatal falls to become slow descents and grants the ability to leap great distances. Replusorlifts only work in gravity.

Sensor Network, External

Without a HUD or something to use the signals this is useless. This is composed of a series of sensors woven into the fabric that detect various environmental anomalies.

Sensor Bafflers

These are usually built into specific pockets, but some people build them into the whole of the clothing. Sensor bafflers absorb and redirect common sensing tools, allowing one to pass an automated search process, or in many cases a less then excellent physical one. Quality of the bafflers determines price, with bafflers that will only fool the incompetent being worth little, and ones that should even fool a super-star unless they are already suspicious... well those prices are “highway robbery”. Null signature generators would naturally be more expensive than something jury-rigged out of a radio.

Thermoptic Camo

Thermal Optic Camouflage or adaptive camouflage, is a group of camouflage technologies which allow an object to blend into its surroundings by use of panels or coatings capable of altering their appearance, color, luminance and reflective properties. Thermoptic camouflage grants near perfect stealth, but has substantial energy costs.

Wired Trigger

A device picks up on certain movements, which can then be used to (for example) set off a gun, or run a program on a computer system, or anything else linked to the clothing. One must be purchased for each motion you want to trigger something. Powered ones cost more when combined with the price of the power. Unpowered ones cost more individually. An example of a wired trigger would be a dead-man's switch that set off a bomb if the heart stopped. Another example is a simple motion that caused a spring loaded pocket to shoot a card into the waiting hand.

Power Sources

Many upgrades require additional gear to function.

Battery, Disposable

Batteries that must be replaced when exhausted.

Battery, rechargable

Batteries that can be recharged, as opposed to thrown away each time. Cost more than disposable ones.

Gas Pack

Required for non electric jet packs.

Poison Reservoir

A storage container for chemical and biological agents.

Misc

Miscellaneous upgrades are generally mostly applied to clothing, but still serve useful or fun purposes.

Access Pockets

Think “fly” but they don't have to be on the crotch. Technically not pockets, more like miscellaneous zippers.

Built in restraints

Sometimes hidden, sometimes not, restraints have been sewn into the clothing. These restraints can often be adjusted to be tighter or looser, and sometimes are set up to prevent removal of clothing, but it depends on the method used to build them it.

Decorations/Embroidery

Cost depends on material and quality. Various patterns, decorations, and embroidery ranging from “built in” neck lasses, and other dangles (like bells or chains) to flat embroidered or print patterns, cost varies depending on the intricacy of the designs.

Elastic/Stretchable Materials

These materials can stretch, in some cases several times their length, without permanent damage, though there may be some temporary distortion. These are sometimes used with mobile fabrics to

increase their mobility. They also work nice for a scarf/self-repelling rope, and similar things.

Hobbles

Sometimes hidden, sometimes not, hobbles make moving difficult. Difficulty depends on style of hobble. Belts, straps and rigid materials are all examples.

Locking Zipper

This zipper can lock. There are three styles, one takes an external padlock, with a simple lock point. One locks into a base built into the clothing, and can even auto-lock so that one so locked can't unlock it without the key/combo and doesn't need the key/combo to lock it. One type locks into the zipper trails, and can lock at any point along it's length. Some of these can move one way while “locked”

Locking Button-Holes

Related to locking zippers but a different style.

Net weave

An area that's woven very thin and net-like. This usually offers little warmth or protection, but looks great if you like the type.

Pocket, Hidden

The clothing has had hidden pockets sewn into it, of varying sizes, tightly woven to prevent things in one pocket from clinking against things in another pocket. Cost depends on number/location of pockets.

Pocket, Holster

This pocket, which also can be hidden or quick access or both, contains a holster shaped for a specific sort of weapon. Perhaps even one specific weapon, to improve the efficiency of usage of the weapon immediately after removal (it is held in a more “ready” set up then it would be in a normal pocket). When you use this upgrade, mention the weapon type.

Pocket, Quick Access

These pockets may also be hidden. They are designed to be accessed with a great deal of speed, and

with minimal effort, to facilitate in removing objects from them in high pressure situations. You can usually access them quickly, or slowly and casually, with equally little effort as the situation demands.

Toy Holster/Built in Toy

Any non-electronic entertainment qualifies; so most things are fair game.

Tear Away/Weakened Weave

Like tear away sleeves, or capes, that have seams that are designed to tear under a certain amount of pressure. These are useful in escaping certain situations. Detachable/re-attachable sleeves and stuff would count here too, though would have a zipper or other attach method involved.

Pricing

Materials

Light Materials	Cost	Heavy Materials	Cost
Ballistic Mesh	50ks each	**Basic Metals**	50ks each
Cloth	5ks each	**Ceramics and Plastics**	80ks each
Exotic Fiber	30ks each	**Composites**	100ks each
Leather	10ks each		
Rubber	15ks each	**Durandium/Similar Alloys**	120ks each
Silk	30ks each		
SynAraS	80ks each	**Restricted Materials** [1)]	400ks(minimum, GM approval)

Upgrades

Base upgrades	Cost	Other
Bio-organic materials	150ks	
Breathable Materials	50ks	
Carbon nano-fiber weave	70ks	
Extra Padding	0ks	Increase light cost by 1, max 5
Extra/Concealed Plating	0ks	Increase heavy cost by 1, max 5
Fluid Wicking	50ks	
Grounding	80ks	
Heavy Fibrous Weave	0ks	Increase heavy cost by 1, max 1
Insulation	60ks	
Power Weave	100ks	
Reduced Plating	0ks	Lower heavy cost by 1, max 5
Reversible clothing	0ks	Increase light cost by 2, max 1
Self Repairing Nanites	200ks	
Tightened Weave	50ks	
Carbon Nano-fiber Weave	150ks	Increases light cost by 2, max 1

Misc	Price	Other
Access Pockets	60ks	
Built in restraints	100ks	
Decorations/Embroidery	Simple: 20ks	
	Intricate: 50ks	
	Exquisite: 120ks	
Elastic/Stretchable Materials	40ks	
Hobbles	90ks	
Locking Zipper	50ks	
Locking Button-Holes	30ks	
Net weave	0ks	Lower light cost points by 1
Pocket, Hidden	50ks	
Pocket, Holster	50ks	
Pocket, Quick Access	40ks	
Tear Away/Weakened Weave	60ks	
Toy Holster/Built in Toy	Price of object	

Coating/Plating	Cost
Beam Dispersive Coating	150ks
Contact poison	120ks
Reactive Armor	210ks
Layers	**Cost**
Anti-kinetic Padding	200ks
Impact Armour	100ks
Plastgel	130ks

Packs	Cost	Other
Comms System	300ks	
Glider	290ks	
Grappling Hook	160ks	
Jetpack	400ks	
Oxygen Tanks	250ks	Max 2
Parachute	130ks	

Powered Upgrades	Cost	Other
Air Conditioner	120ks	
Color Changing Fabrics	160ks	
Computer Pocket	400ks	
Integrated Exoskeleton	150ks	
Magnetic manipulation	50ks	
Mechanical Servos	280ks	
Microboosters	80ks	Max 7
Mobile Fabrics	110ks	
Machine Interface	270ks	
Repulsorlift	320ks	
Sensor Bafflers	High: 300ks	
	Med: 170ks	
	Low: 40ks	
Sensor Network, External	300ks	
Thermoptic Camo	300ks	
Wired Trigger	30ks	

Electronics	Cost	
Comms System	70ks	
Hacking Probe	Wired 70ks	
	Wireless 130ks	
Neural Interface	Limiter 300ks	
	No limiter 400ks	
Rangefinder	100ks	
Sonic Filter	50ks	
UV Filter/Light Amplification	60ks	

Power Sources	Cost	Other
Battery, Disposable	50ks	max 4
Battery, Rechargable	115ks	max 4
Gas Pack	150ks	
Poison Reservoir	10ks	Price of poison not included

Example Items

Special Ops Combat Suit

- Type: Light Stealth Suit
- Class: Full Body Armor
- Mass: 35 lbs

Base Materials: Diamond Nanotube Reinforced Plastics (5), Treated Exotic Fiber (10) Upgrades: Reduced Plating (-5), Power Weave, Beam Refractive Coating, Thermoptic Camo, Mechanical Servos, Sensor Baffler (Med), Rechargeable Battery (2)

Appearance: The Special Ops Combat Suit is a stripped down combat armor suit designed for stealth operation. It's a lightly armored nearly skintight suit with light plating over the chest, groin, thighs and forearms. All of the materials are black and the plating has an unusual blue sheen to it. The plating itself is rounded and very form-fitting. The two visible battery packs form two parallel ridges on the center of the back.

Price: 1530 KS

Max's Body Armor

- Type: Full Light Body Armor
- Role: Protection

- Mass: 27 lbs

Description: The other end of the scale from his jacket, Max commissioned this armor for when he's fairly certain he's going to be shot at, rather than just being careful. Built on a SynAraS core, the armor utilizes a composite system of impact resistant polymers and duramite to provide fairly lightweight protection that is still heavier duty than just about anything else he owns. It's enhanced with a powered weave throughout the system, and has advanced fluid wicking properties built in, as well as a heavily tightened weave for the SynAraS portions, and a coating of beam dispersive materials.

There are several minor upgrades built into the system as well, the most obvious of which is the comms system he had built into the collar of the armor. It also has thermoptic camo, sensor bafflers, mechanical servos, a machine interface system, air conditioning (and regulation), and a pair of special holsters built into the armor itself, one on his hip for his Zen Covert, one on the other hip for his knife, as well as the attachment points for several more holsters as needed on the chest, waist, and small of the back. All of this is powered by a remarkably small set (4) of rechargeable batteries that allow for roughly 8 hours of continuous usage of the systems, and take about 2 hours to fully recharge.

He also keeps an image of his current rank stenciled onto the left breast of the armor at all times, since it's non-standard issue, just to avoid confusion.

Field Maintenance Procedure: The armor requires up to 2 hours of charging for its powered functions after use, but it was designed with irregular maintenance schedules in mind, and needs very little in the way of regular maintenance as a result unless something seriously breaks down. Periodic maintenance from a well trained armorer is a good idea though.

Price: 4860 KS

Kumiko's shooting gloves

- Type: Ballistic Mesh gloves
- Role: Protection and aesthetics
- Mass: 1.5lbs

Description: Soft grey range gloves, made of tightly woven (yet breathable) Ballistic mesh, meant to help protect the hands of the wearer from the abuse of extended fire with guns. With light meshing between the fingers (not between the index and thumb) to improve the temperature transfer on the hands, the wrist of the gloves is also made of a loosely tensioned elastic to prevent the gloves from shifting while in use. The back of the hand on each glove has an intricate embroidered crest upon it, showing a hawk holding a pair of olive branches.

Value: 290 KS

1)
eg., Zesuaium, Xiulurium