

# Custom Apparel Guide

This guide was designed to allow people to construct a large and varied range of unique or specialised clothing without having to use the technology submission forum to accomplish 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.

## Things to Know

### 1. Limitations:

- 1.1** The manufacturer of your gear must have the tech and tech level to actually construct it.
- 1.2** You must be able to carry it for extended amounts of time.
- 1.3** Certain upgrades occupy the same space for functionality reasons, or have the same effects. These cannot be on the same armor.
- 1.4** State of the art armor is expensive. An ideal battle suit with all the trimmings will cost much more than the original pay (3000KS) SA personnel receive.

### 2. Cost Points:

- 2.1** Cost points are a convenient way of saying that this armor should have a certain amount of plating or padding, regardless of the type.
- 2.2** Certain upgrades increase or lower cost points.
- 2.3** Items with higher cost points are heavier than lower cost point items made of the same materials.
- 2.4** Light cost points never drop below 1.

### 3. Upgrading:

- 3.1** After they've been created, most items can still be further upgraded.
- 3.2** The only restriction is that you can't change the construction materials.
- 3.3** When you upgrade, make sure to deduct the costs from your savings.
- 3.4** DIY upgrading requires high skill in Maintenance/Repairing and access to materials.
- 3.5** When you DIY, pay only no service fees

### 4. Mass Production:

- 4.1** Mass production gear made with this guide costs 40% less.
- 4.2** Mass production gear must be approved by the manufacturer.
- 4.3** Mass production gear must not cost more than 2000 KS

## The Guide

### Nomenclature Information

**Name:** Custom Body Armor/Clothing

**Type:** Equipment made to be worn

**Role:** Protection and aesthetics, enhancements may add electronic functions as well

**Weight:** Varies

**Description:** When you do this, describe coloring, materials, how bulky or stream lined it is, and the general geometry. The approvers are often vexed when the best description available is "just like master chief's", it's very MS, and major taboo. Your gear should be adequately described, but just remember that not everybody has a fully visual imagination. Pictures would be fantastic.

**Field Maintenance Procedure:** 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

#### 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:** N/A

**Heavy:** 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:** 1

**Heavy:** 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:** 1**Heavy:** N/A

+Time Limit (Hours) x70ks

**Tactical Helmet**

This combination of the tactical visor and helmet is a frequent favorite of commando and marine units.

**Light:** 1**Heavy:** 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:** 2**Heavy:** 3

+Time Limit (Hours) x70ks

**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:** 4**Heavy:** 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:** 10**Heavy:** 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:** 10

**Heavy:** 12

## Heavy Clothing

### Jacket

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

**Light:** 6

**Heavy:** N/A

### 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:** 8

**Heavy:** N/A

### 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:** 4

**Heavy:** N/A

### 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:** 4

**Heavy:** N/A

### 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:** 2

**Heavy:** N/A

### 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:** 3

**Heavy:** N/A

## 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:** 5

**Heavy:** N/A

### 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:** 5**Heavy:** N/A

## 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:** 3**Heavy:** N/A

## Shoes

Typically, shoes cover the entire foot, and stop right above or below the ankle. Shoes are comprised 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:** 2**Heavy:** N/A

## 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.

*Ballistic Mesh is unavailable as a clothing material.*

#### 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 putrescible 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 neoprene and spandex feature fantastic flexibility. These materials are usually skintight, and quite durable. They offer minimal protection against anything, however.

*Rubbers are unavailable as armor materials.*

### **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.

*Silk is unavailable as an armor material.*

### **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 of 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 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**

Specialised 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.

## 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. You may have any two coatings/platings.*

## 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 missiles 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 powerful.

## **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. Repulsorlifts only work in gravity.

## **Sensor Network, External**

Without a HUD or something to use the signals this is useless. This is comprised 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 than excellent physical one. Quality of the bafflers determines price, with bafflers that will only fool the incompetent (And usually not automations) 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, rechargeable**

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 than 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

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#### Light Materials

- Ballistic Mesh: 50
  - Cloth: 5
  - Exotic Fiber: 30
  - Leather: 10
  - Rubbers: 15
  - Silk: 30
  - Syntharas: 80
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#### Heavy Materials

- Basic Metals: 50
- Ceramics and Industrial Plastics: 80
- Composite: 100
- Durandium/Similar Alloys: 120

### Upgrades

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#### Base Upgrades

- Bio-organic materials: 150
- Breathable Materials: 50
- Carbon nano-fiber weave: 70
- Extra Padding: Increase light cost points. Max 5.
- Extra/Concealed Plating: Increase heavy cost points. Max 5.
- Fluid Wicking: 50
- Grounding: 80
- Heavy Fibrous Weave: Increase heavy cost point by 1. Max 1.
- Insulation: 60
- Power Weave: 100
- Reduced Plating: Lower heavy cost points. Max 5.
- Reversible clothing: Increase light cost points by 2.
- Self Repairing Nanites: 200
- Tightened Weave: 50

## Coating/Plating

- Beam Dispersive Coating: 150
  - Contact poison: 120
  - Reactive Armor: 210
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## Electronics

- Comms System: 70
  - Hacking Probe: Wired 70, Wireless 130
  - Neural Interface: Limiter 300, No limiter 400
  - Rangefinder: 100
  - Sonic Filter: 50
  - UV Filter/Light Amplification: 60
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## Layers

- Anti-kinetic Padding: 200
  - Impact Armour: 100
  - Plastgel: 130
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## Packs

- Comms System: 300
  - Glider: 290
  - Grappling Hook: 160
  - Jetpack: 400
  - Oxygen Tanks: 250 each. Max 2.
  - Parachute: 130
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## Powered Upgrades

- Air Conditioner: 120
- Color Changing Fabrics: 160
- Computer Pocket: 400
- Integrated Exoskeleton: 150

- Magnetic manipulation: 50
  - Mechanical Servos: 280
  - Microboosters: 80 per Booster. Max 7.
  - Mobile Fabrics: 110
  - Machine Interface: 270
  - Repulsorlift: 320
  - Sensor Bafflers: High: 300, Med: 170, Low: 40
  - Sensor Network, External: 300
  - Thermoptic Camo: 300
  - Wired Trigger: 30
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### Power Sources

- Battery, Disposable: 50 each, max 4.
  - Battery, Rechargeable: 115 each, max 4.
  - Gas Pack: 150
  - Poison Reservoir: 10 + Price of agent.
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### Misc

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

### Example Items

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**Name:** Special Ops Combat Suit

Type: Light Stealth Suit

Class: Full Body Armor

Cost: 1530 KS

Weight: 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.

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