

Scion Combat Hard Suit

[Nexus Private Security](#) developed and began manufacturing of the Scion in [YE 40](#), as a standard armor for their mercenaries. It was designed to offer every feature it could possibly boast, as well as making it as reliable in construction as possible. What the result was, a high performance, and highly reliable functioning lightly powered combat hard suit.

About the Armor

The Scion is the first-ever armor ever developed by the new PMC, having been drafted with several deadman systems to eliminate the unit's remains upon death or capture. This protects the risk of information leaks, as well as the identity of the gene donor for the clone within. Being sealed and entirely sustainable against the void and cold of space, as well as sparse and hazardous atmospheric conditions. Not to mention on top of offering high value in protection due to access to advanced production methods.

Statistics & Performance

Manufacturing data on the Scion combat armor.

- Class: NS-GCA-1a
- Designers: [Nexus Private Security](#)
- Manufacturer: [Nexus Private Security](#)
- Fielded by: [Nexus Private Security](#), buyers
- Maintenance Cycle: Every month
- Lifespan: 10 years
- Price: 1,000[KS](#), 2,000[DA](#), 4,000[DS](#)

Appearance

The Scion has a very smooth yet functional design, giving an aesthetic feel for the reliability the suit boasts. Straight edges, clean curves, and dark hues are staples to its appearance and intimidating features. An arm-mounted terminal is embedded in the armor of the left forearm, the NPS logo on the shoulder of either arm. The armor is sealed along with a full helmet. The visor is reinforced and near black in darkness, a set of red optics protruding from the faceplate slightly. The Scion is armored from head to toe and rated for the vacuum of space with all the needed seals and oxygen recycling systems.



History

With the founding of [Nexus Private Security](#), equipment needed to be made that was reliable and as high in performance as their troops. Needing an armor that could keep up with the parameters of their production methods, tech level, and cloning quality. In [YE 40](#) NPS developed the Scion combat hard suit, which was not as complex as power armor but was built with the best components on the market obtained through various means. What the result was, a lightly powered combat hardsuit, with numerous features that would make it a competitor on the open market. Largely the armor is made with components from [Galactic Horizon](#), and the [New Dusk Conclave](#), resulting in high-performance specifications and reliable in its build.

Armor Size

Height	Around 6ft, but dependent on user height. Adds .5 ft to user height.
Width	Around 2ft in width, but dependent on user dimensions.
Length	Around .8ft in length, but depends on user's dimensions.
Weight	60 pounds if just the undersuit, but 110lb with armor plates on.

Damage Capacity Stats

See [Damage Rating \(Version 3\)](#) for a guide to damage ratings to include.

- Armor: Tier 3, Heavy-Personnel
- [Paladin Barrier System](#): Tier 3, Heavy-Personnel

Getting In and Out

The Scion is a hard suit with armor plates attached on. The user slips into the suit and seals it down the chest to the waist, then proceeds to attach the plates. All together they connect across the body to provide a tight fitted and very mobile suit of armor. Finally, the helmet is placed on, and the neck seal fastened.

Systems

Here are all the supplemental components included in the armor.

- [Volumetric Display Module](#) (arm): Mounted in the left arm to work in junction with the computer installed in this portion of the suit to display data to others without heads up displays.
- [Aurora Synaptic Controller Interface](#) (helmet): Installed in the helmet to allow remote control of accessory equipment, remote support equipment, or issue commands to drone units.
- Deadman Self-Destruct Mechanism: Thermite pellets are spread out in a tightly packed layer underneath the armor with linked with an overload function rigged to the suit's power packs. Will

cause the armor to essentially meltdown at superheated temperatures, eliminating any remains or components as useless for analysis. All that remains is a slagged heap of molten metal. **(This feature is only used on NPS personnel's armor. But is available through discreet requests for another 100KS, 200DA, 400DS!)**

Armor

The base suit of the Scion was copied from that used in [New Dusk Conclave](#) for their armor systems. The base suit is composed of three layers, a layer of synthetic muscle in between two layers of kinetic, and energy resistant gel. In between each layer and the exterior are thin layers of nano weaved [Usonium](#). Providing complete protection from Pistols, shotguns, SMG's, and fragmentation. It is resistant to energy weapons, and rifles, anything large will not be stopped by the suit. This undersuit is powered by bio-electrical energy converted from the movement of, as well as heat given off by the user's body.

The armor plates are made of a mix of composites and [Aegium](#), with slots for additional equipment. The left arm features an arm brace integrated computer for tactical information, and relay of commands, as well as for connecting to support equipment. The helmet is fully enclosed and does not open, the visor an armor shell with a false visor on the outside laced with optical sensors, and a display on the inside. The seat has seals at every connection point, allowing zero atmospheric and underwater use.

Camouflage

The Scion features only one anti-detection system, and albeit limited in forms of concealment, is very effective in those it does.

- [Electronic Camouflage System](#)- A nanomachine based camouflage system that works in conjunction with the suit's shields to hide it visibly as well as from thermal sensors.

Life Support

The suit is sealed to the outside atmosphere, or a lack of one, as well as being under bodies of water. The helmet has built-in oxygen recycling, the filters able to last up to a month, and a one week supply canister on the back of the belt. The user can survive that long given they are somehow able to ingest food by whatever means during that time. The suit, however, does not feature any onboard medical save for the sealant gel that runs through tubules in the undersuit. If punctured, or torn, the sealant patches the hole and fills the wound as best as possible. Save of course that the opening is not too large to be able to be sealed. Finally, the suit is temperature-controlled, to protect against extreme temperatures thanks to the materials of the suit, and regulation network of thermal wiring.

Power Systems

There are two [BW-PC-1B "PowerPak"](#), one in the back of the torso armor, and another in the back of the helmet for most of the Scion's power needs. They individually handle all the power for the armor for up to

one month, however, there is a backup cell also located in the back of the torso that is slowly charged via movement and thermal energy given off by the user's body, and converted into a charge for the backup cell.

Sensors and Communications

The Scion features well-developed subsystems for detection of threats and providing the wearer a reliable line of communication between allies, and support units.

- sensors: [Multifunction Optical/Audio Sensory Suite](#)(helmet)
- communications: [Handsfree Communications Collar](#)integrated into neck section.

Alternate Armor Variants

This section are for the different version of the Scion available for use, or purchase.

Ravager variant Scion

includes a [The Shank Gauntlet](#) on either arm, as well as an injection system in the chest that dumps stims into the user's system for berserker charges. This can only be acquired through special order but is used by NPS's Ravager units who operate as frontline assault. The user will go into a blind drug-induced rage at reduced pain to charge the enemy with both blades deployed, in order to deal considerable damage via melee combat. **(Variant costs an additional 2,000KS/4,000DA/8,000DS.)**

OOC Notes

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