

Orb Weaver multi-function Suit

The third power-suit created by [Yori Kataoka](#), designed with a purpose to be more user friendly and have applications to those not in the military field.

About the Powersuit

The Orb Weaver was designed after the [Black Widow Power Suit](#) when Yori realized that while the Black Widow was combat ready, it was not comfortable, and was useless to her while she was doing her mechanic work. As such she resigned the suit with the same basic functions, but improved on it with a better understanding of available technology and new theories.

Some of the more combat related functions were reduced in potency in order to accommodate more universal functions that better suited her needs.

The Suit was 'completed' around the middle of [YE 38](#)

Appearance



The upper body of the Orb Weaver suit is primarily moss green with terra cotta colored highlighting and is designed mainly fit like a snug mechanics suit. The hunter green gloves are padded with light ceramic protective plates on them. Unlike the rest of the suit which is made from [SynAraS](#) with power weave, the majority of the hunter green leg portion are made from polymers, making the fit much more snug. All over the suit there are small ports that can be used to attach accessories or armor plating.

Statistical Information

Government: N/A Organization: N/A Type: Powered Suit Class: Designer: [Yori Kataoka](#) Manufacturer: [Origin Industries](#) and [Yori Kataoka](#) Production: Experimental (Personal) Crew: One Humanoid Maximum Capacity: One Humanoid **Price:**

Width: Negligible alteration to operator width Height: Negligible alteration to operator height **Mass:** 6lbs

Operational Statistics

Speeds: Variable Range: N/A Lifespan: untested

Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

Standard:

- [Suit:](#) T2
- [Armor:](#) T3

Weapons Systems

Main Weapons

- **Gravity Mines(x3):** small reusable sphere shaped drones slightly larger than [Blister Drones](#). They can float and be sent to a specific location to be remotely or manually deployed. When deployed they break into several small pieces and send out invisible gravitic beams to each other, creating a 'web'. The individual beams are not strong but when stuck in between several beams pulling in several directions, even power armors have trouble moving.
- **Dart Launcher(x1):** detachable from the hard points for the forearms is a small scale gauss rifle system that launches micro syringes at targets.
 - **Ammo:** 10
 - Range: 12meters
 - **Ammo Types:**

- **Red:** Injects a fluid into the victim that causes intense burning pain at the injection site
- **Yellow:** Injects a neurotoxin into targets to cause muscle contractions and impede movement
- **Blue:** Breaks on impact releasing a sleeping gas
- **Damage Rating (Version 3)DR: T1**
- **Electric whip(x1):** also a wrist attachment, designed for self defense against those who can't be so easily punctured by the darts. It launches out a fine whip like cable that has an electric current flowing through it that can shock people for a similar effect to a taser. Because of the on board computer with the suit, the voltage and amps can quickly be adjusted to deliver a shock to varying targets, even machines, provided they are not heavily insulated from electricity.
 - Range: 4 meters
 - **DR:** T1

Hard points

The Orb Weaver has hard points for attaching new systems at its shoulders, forearms, lower and upper back, shoulders, and thighs. While there are many they are not all intended to be used at once.

Systems Descriptions

External Systems

Suit: The suit itself is made of power weave SynAraS and polymers, designed to be air tight and offer a surprising level of protection so that a mechanic does not have to worry.

Armor: The suit also has several easy to attach armor plates made out of [Durandium Alloy](#). These plates are meant to be easily attached prior to combat situations, and then removed afterwards.

Magnetic Limbs: The suit can generate small electro magnetic fields from its limbs, used mainly to stick to surfaces when working. This function can be turned on and off on the fly so as to not damage equipment.

Welder: Along with the self defense mechanisms a third interchangeable wrist system was designed with the suit. This tool is capable of creating a high energy stream that is used to either weld or cut, depending on the setting. The welder projects an up to 6 inch plasma arc. The intensity is high enough to perform most standard commercial welding jobs.

Internal Systems

Life Support: The suit itself is air tight and while it does not have its own life support, it does come with mounting clamps to hold standard air supply tanks. The suit is also insulated and graded for use in the vacuum of space.

Power Supply: On the back, just between the shoulder blades sits a disk shaped battery based off the [IHVC](#). This battery is covered by an armor plate and has been designed specifically for the suit's operational needs, keeping it running 10 hours.

Inertial Amplifier: The Orb Weaver Suit can amplify inertial control abilities that [Minkan](#) and [Nekovalkyrja](#) by way of an inertial positive feedback system. The suit amplifies the gravitational, electrostatic and magnetic forces that pass through it, increasing the output to 150%. Because this system is passive the end output relies heavily on the input.

Strength Augmentation: Using synthetic muscles and electrical stimulation, the suit amplifies the wearer's physical strength. However because it still relies mostly on the body for generating the power, it only has roughly a 50% increase to physical strength, anymore and it would risk damage to the wearer.

Electronic Systems: The Orb Weaver uses a modified '[Destiny](#)' [AI System](#) similar to the [Impulse Powered Armor](#) but some tweaks have been made to make it suitable for the light weight power suit. It also has a heavier emphasis on calculations for gravitic related systems. Syncing a display with the suit will cause the data to automatically read out to it. While the suit can operate using any standard 'thought recognition' system, it can also synch with a Minkan or Nekovalkyrja's wireless transmission systems to operate without need for external devices.

Power Limiter

Because the Orb Weaver can use accessories from power armor that are not always safe for non power armor users, the Orb Weaver's OS has a function to regulate and limit the output of devices to tolerances that are acceptable for the current configuration of the suit.

- [Max Shields](#): T3
- [Max weapons strength](#): T6

Accessories and Components

Can equip most helmets that use standard fitting

See: [Backpack Modules](#) and [Backplate Modules](#) See: [Impulse Powered Armor Accessories](#) See: [OI-M2-W4000 Spider Pack Unit](#)

OOC Notes

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