


SnS Power Glove

The *Power Glove* by [Shasta No Sekai](#) in [YE 45](#) and is a wearable glove-gauntlet combination originally designed for employees of the corporation but later went on sale. The power glove offers a wide range of utilities and come in both left and right handed versions.

Power Glove	
	
Role:	Utility
Faction:	Shasta No Sekai /Independent
Nomenclature:	sw-G1-1a
Price:	3,000DA ¹⁾

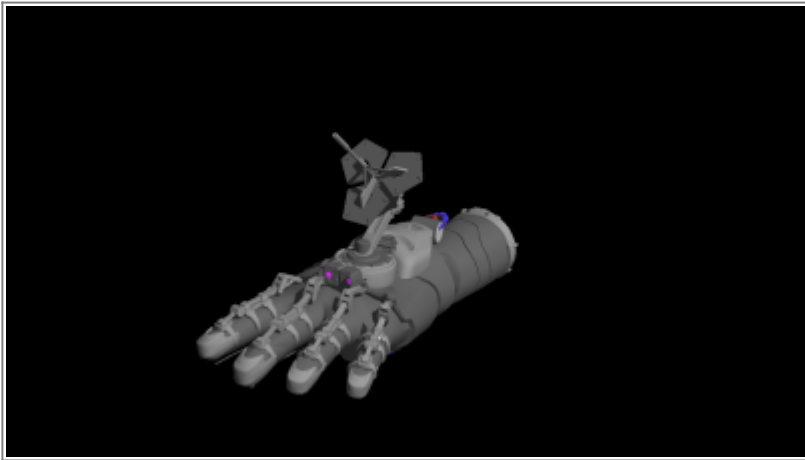
History

The Power Glove was initially designed and developed in [YE 43](#) as a corporation-issued utility device to house a [Fairy Ai](#) inside of long-term that each employee has access to. Later, more and more utility was added by individuals depending on their job until a more centralized version came out in ye-45. This final version housed a suite of small but useful tools using miniaturization technology making it akin to the Nepleslian Army Knife multi-tool and the go-ahead was made to commercialize the Power Glove that same year.

Design

The Power Glove boasts a sleek and ergonomic design that provides comfort and ease of use for the wearer. It is constructed using a combination of durable yet lightweight materials such as reinforced polymers and carbon fiber, ensuring both resilience and flexibility. Being made originally for use on [Freehold Factory](#) the power glove is not only insulated against heat but also cold, radiation, moisture, and can survive being accidentally placed in a washing machine. The Power Glove also contains seals for a hardsuit in zero-G and airless environments and comes in many sizes for both left and right handed individuals.

Available in a variety of color options, including black, matte gray, and tactical camouflage patterns, the Power Glove can be customized to suit the preferences and operational requirements of the user. The power glove is powered by several replaceable [Energy Cell](#) which can be removed and replaced at will.



Usage and Modules

The Power Glove serves multiple purposes and can be used in various contexts. The glove is typically worn on the dominant hand, providing easy access to its control interface and ensuring optimal dexterity. The glove itself has sensors in not only the palm but also each section of each digit on every finger allowing it to not only give a simulated sense of touch but also can be optimized to perform certain functions with the flexing of certain digit combinations.

The following Modules come installed in each power glove:²⁾

Fairy AI

While one cannot *purchase* a Fairy, an uplink exists in the power glove to connect to the [The Fae](#) allowing a rented or contracted Fairy AI to connect to the power glove. This not only circumvents the need for a more casual [AI Container](#) but also negates the battery life drawbacks of the portable container. While not optimized for use with the wider array of Mirage Nanites, the power glove contains a renewable reservoir of nanites to not only generate a form for ones Fairy but also be used to create holographic images and displays.

With the holographic interface of the fairy and mirage nanites, the power glove can project holographic displays and user interfaces, allowing the wearer to interact with advanced computer systems, analyze data, and control other technological devices remotely.

Portable Computer

The Power Glove contains a slim, concealed screen and pad with an in house OS run by a non-sentient fairy. The computer can interface with other devices and uplinks and contains numerous app-like

functions. The computer contains not only a fae uplink but also can access the InterNep, [SYNC](#), and even the [Polysentience](#).

For obvious reasons the uplink to the fae is separate from those to other internet-style programs and services and does not allow the fae any connection to them or vice versa. It does, however, allow a fairy to access them.

[power_glove_computer_deploy.mp4](#)

Micro Laser

The Power Glove contains a built-in [Micro Laser](#) on the top of the wrist just above the knuckles. This laser is a short-range, low-powered cutting implement that can be used to cut through light metals and materials with exposure. It can also be used as a short-range defensive weapon.

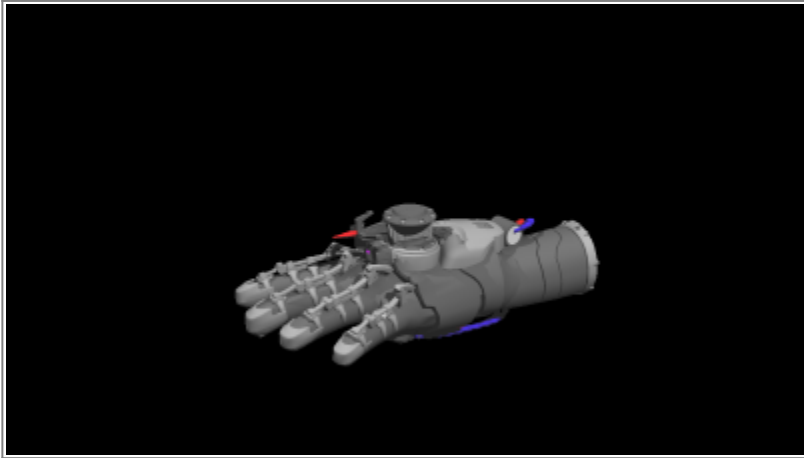
Discharge Information:

- Muzzle Flash: A bright flash of blue light momentarily erupts from the barrel as the laser fires.
- Retort: [pew](#)
- Beam Appearance: A bright, thin, visible beam of straight blue energy the thickness of a pencil stretches from the weapon to its target instantly. If on fully automatic it gives the appearance of a constant beam of blue energy about as thin around as a pen or pencil.
- Effective Range 50 meters before energy falloff.
- Recoil: None
- Ammunition [micro cell](#)
- [Purpose](#): T-1 Light Anti-Personnel.
- Round Capacity: One solid beam for thirty seconds or thirty rapid-fire beams over the course of five seconds.

Grappling Hook

It doesn't matter *why* it has one. But the power glove contains a deployable grappling hook/magnet combo. Using a reinforced [Durandium Alloy](#) cable that can go up to 150ft in length the grappling hook can penetrate concrete, wood, and some harder materials. It also contains a magnet to always swing back and hook around its own cable.

The grappling hook has a small but powerful motor-winch system that can lift up to 300lbs. The end of the grappling hook is an arrowhead like tip with four deployable arms that deploy only when it penetrates or is wrapping around an object making it have good secondary utility as a weapon and for dragging objects to the wearer.



Telekinesis Module

Using a small, micro tractor beam-style array in the palm the Power Glove is able to grab objects from up to 10 meters away and up to 9 kilograms (20 lbs) and move them towards or even away from the user. The telekinesis array is stronger the closer one is to their intended object and its power drops considerably after 5m.

The telekinesis array has no visible appearance to the naked eye but mirage-style displacement can be seen with a keen eye linking the glove to whatever it connects to. The tractor array of the telekinesis array does not stick to objects so much as wrap around them like a coil and it is possible with practice and finger movements to grab items in certain ways such as around the grip or a weapon.

The telekinesis array, however, is unpredictable and fickle and can propel objects at unintended speeds or directions.

Neural Interface

With the right cybernetics or interfaces the neural interface module establishes a direct connection between the wearer's brain and external systems, allowing for seamless control of compatible technologies and enhanced cognitive abilities through the glove as an outlet.

Sonic Pulse emitter

Using the same concept of the telekinesis module, the sonic emitter stores tractor-propelling power and disperses it all at once in a strong sonic-blast close to the target. This module emits powerful sonic pulses that can disrupt and disorient enemies, causing temporary disorientation or even rendering them unconscious. Its force is the equivalent to a very strong shove over a cone-shaped area dispersed from the palm and can knock people or objects down or away.

Multi Tool

This module incorporates a versatile array of tools into the power glove, such as a cutting torch through its micro laser, hacking device that uses several types of plugs and wires from the wrist to plug into devices, multi-sensor, as well as several other functions.³⁾ The tools may include screwdrivers, pliers, wire cutters, scanners, and more, providing the user with a compact and convenient toolset for everyday or mission-specific needs.

Haptic Feedback Enhancer

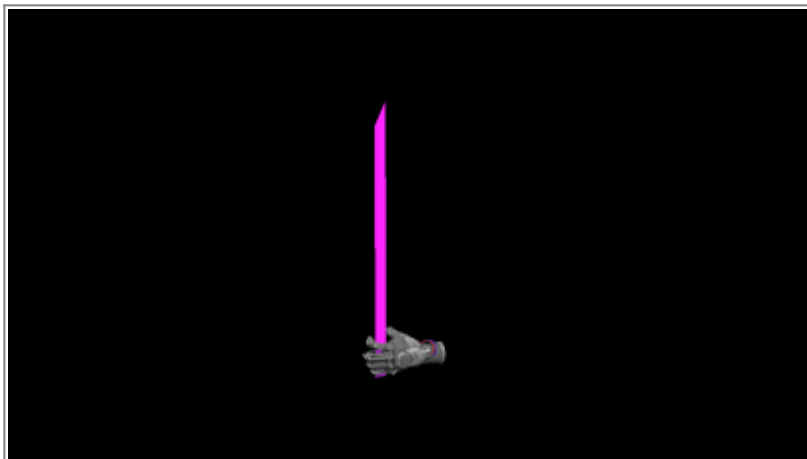
Nodes inside the palm and each digit enhances the wearer's sense of touch and proprioception, providing heightened sensitivity and control over objects they interact with, allowing for precise manipulation and delicate tasks.

Matter Manipulator

While not fancy the power glove is made to be resistant to more than just heat and cold. Nodes on the fingers and palms disperse various types of energy on touch allowing the glove to handle dangerous materials and forces. Burning hot rods, frozen chunks of space metal, live plasma and energy containers are all moderately safe to handle with the power glove.

Hard Light Blade

While the matter manipulation ability does not allow the glove to do things such as stop energy weapons with the palm of ones hand it does allow them to hypothetically use a combination of mirage nanites, the telekinesis array, and micro laser to create a contained energy form such as a blade of light.



Hard Light Shield

Positioned on the back of the wrist, the Power Glove features a small energy shield module. When activated, the matter manipulator, mirage nanites, and telekinesis module form a small, round energy shield two foot across in diameter, capable of absorbing and dispersing incoming projectiles or energy-based attacks. It provides the user with additional defense and enhances survivability in hazardous situations.

Shield Strength: T-1

Intense Vibration Module

The intense vibration module in the Power Glove allows the user to produce powerful vibrations on demand. By placing the palm on a solid surface such as glass or even weak shields, the glove vibrates intensely, exerting force that can shatter brittle materials or disrupt delicate mechanisms. It can vibrate through barriers and shields but requires prolonged contact and should create a palm-sized disturbance in some barriers allowing one to push their hand through over time and not have said shield then fill back in and cut their arm off.

Vibration Sensor

Featuring a built-in vibration sensor, the Power Glove enables the user to detect objects and movements on the other side of surfaces. By pressing the glove against a solid object, the sensor translates the subtle vibrations into meaningful data that can be seen on the wrist terminal, providing valuable insights into hidden structures or potential threats.

Thermal Scrambler

Equipped with a thermal scrambler module, the Power Glove emits intense bursts of infrared radiation on demand from the palm. These bursts temporarily distort thermal signatures, making it challenging for heat-based sensors or tracking systems to accurately detect the wearer. While it does not hide the user it can, however, be used to pulse at IR-sensing devices beyond their normal limits and show false-negatives hiding the wearer for a moment.

Power Fist

Akin to its name the power glove can use a combination of its sonic pulse emitter, mirage nanites, and hard light capabilities to propel the power glove with incredible power when making a fist. The power glove wreathes itself in mirage nanites that crackle with faux visible electricity and can enhance ones strikes beyond their normal means. This can dent weaker metals, break wood, impress women at bar, and does not damage the exoarmor of the glove.

OOO Notes

[Charmaylarg](#) created this article on 2023/08/22 10:36.

This was approved by [Wes](#) and [Andrew](#) on 2023/08/26⁴⁾.

¹⁾

1,500 KS

²⁾

Further modules and upgrades may be added to the power glove at later dates.

³⁾

its a swiss army knife. Fingertips for screwdrivers, powerful glove for pliers, etc.

⁴⁾

<https://starmy.com/roleplay-forum/threads/shastas-world-power-glove.70781/#post-439652>

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