

Moondyne's Graft Components

The following is a list of 'standard' accessories, and add-ons for the Moondyne's Graft hackable voidwalker.

Helmet Options

Typically attached to the rigid metal collar and flexible neck-sheath.

Standard

The old model of Voidwalker helmet, literally. A metal bubble around the head with a transparent visor. Boasts the usual benefits of a sun-visor, mounted flashlight, drinking tube connected to the internal reservoir and all important internal nose-scratcher.

"Hot at Poker" Visorless

A form fitting metallic exoskeleton component fitted around the head. Typically constructed from either the suit's base titanium alloy with interior insulation, or matching the materials used in the exoskeleton component. Mounts numerous small optic sensors on the faceplate, connected to a mindware interface to allow 180 degree vision at an angle depending on the helmet's facing.

"Hypnoji" Suppression Faceplate

Similar to the Visorless helmet variation, but mounting a converted "Hypnotron" LTL Audio/Visual system from the [Militant](#) series War Automaton.

"Turty Peak" Cybernetic Headware

A uniquely Deoradh approach to designing a helmet: The Turty Peak is a cybernetic replacement for the wearer's entire head, with neck mountings to seal around the collar of the Moondyne's Graft, and the same viewing suite as the Hot at Poker option. The interior of the head can either mount the wearer's brain internally, or be filled with extra armor plating should the brain find a different home in the body.

"Duller Hand" Modification kit

Many Freespacers already have robotic heads. The Duller Hand is simply a modification to let the collar of

the suit seal around the wearer's neck should they already not need a helmet.

Polymer Insert variations

Type 1 Standard

The baseline 'Cond-Onesie' bodysuit component made from a latex-like compound constructed from common silicates, mounting a rigid metal collar and back brace. Tough enough for everyday wear, but not-uncuttable and provides negligible protection, can be worn without the Chevron Stains armature layer.

Type 2.0 Self-Repairing

Similar to the Type 1, but with the self-sealing gel layer modified to play host to a genetically engineered bacteria which reacts to changes in environment by secreting a sticky goop which hardens over and patches cuts and tears. Functionally repairs tears in the material, but forms tough 'scars' in the fabric. May lead to eventual necessity of replacement. Somewhat difficult to manufacture.

- Type 2.1 Cut Resistant:

Similar to the Type 1, but with both polymer layers built around a core layer of SynAraS. Makes the suit far more difficult to cut or tear. Has limited defensive value, and mainly used to make the suit last longer against day to day wear and tear. More difficult to manufacture.

Type 3 Self-Repairing/Cut Resistant:

Combines the modifications of Type 2.0 and 2.1 to be both cut resistant and self-repairing. Incredibly difficult to manufacture.

Type 4 Hacking Weave:

A baseline Type 1 Bodysuit combined with an extra layer of flexible wiring and circuitry. When connected to the wearer's mindware ports, it acts as a hub allowing extra mindware compatible devices to be jacked in at the wrist, bicep, waist and thigh. Due to the danger of potential electrical discharge should the wiring be cut; this includes an extra subsystem to work as a faraday cage around the wearer, also protecting them against EMP and electric shocks. Reasonably simple to manufacture.

- Type 4.1 Self-Repairing Hacking Weave:

Combines type 4 Hacking Weave and type 2.0 Self-Repairing capabilities. Very High difficulty of

manufacturing.

- Type 4.2 Cut-Resistant Hacking Weave:

Combines Type 4 Hacking Weave and type 2.1 Cut Resistance. High difficulty of manufacturing.

Type 5 'lux' Weave

Combination of Type 4 and Type 3 suits. Most difficult to manufacture.

Upper Dorsal Hardpoint

The upper dorsal hardpoint is mounted on the upper back, and generally dedicated to specialist information systems, industrial equipment, auxiliary power systems or mindware modules.

"Bleeding Rover" Processing Enhancement Column

Named for the famed Wired Rover pilots, and the unfortunate side effects of prolonged use of this portable module. Suitable for high-speed pilots and combat use; the Bleeding Rover is a stack of cooled processors designed to be jacked into its wearer's mindware and enhance neural processing.

The idea behind it is that while artificial processors are far faster than the brain's neurons, the biological brain is functionally better for having millions of brain cells working in parallel. Use of this device adds a huge stack of artificial processors to work in parallel with the biological brain of its wearer, to vastly improve their processing of the passage of time.

In effect this grants its user a temporary period of functional 'bullet time', in which the user has far faster reaction speed, but doesn't necessarily move faster. Time seems to dilate at a rate of 10 seconds experienced for every 1 second passed. Use for more than 15 seconds every 3 minutes can result in seizure, heart attack, or stroke. The most common early side effect is nosebleed, and the rupturing of blood vessels in the eyes due to the body trying to up its heart rate to match simulated time dilation.

"Buzzbottle" Portable Hive Network

A compact cylindrical frame containing a small, but potent portable server set up to maintain a control suite allowing in-field command of the Free State's numerous automata. Contains the necessary components to allow wireless control of non-volitional [militant](#)- and [swifts](#)-series drones which may be slaved to the Buzzbottle. The bottom of the cylinder has a connecting port for [Junker](#) drones to jack in and accept instruction, as those units usually require a physical connection to accept command protocols. The bottom jack may also be used by other non-volitional drone units in instances where wireless connections are insecure.

"Entropy's [\[\[items:clothing:t-shirt|T-Shirt\]\]](#)" Portable Electronic Warfare Device

A hugely miniaturized variation of the starship grade [Entropy's Shroud](#) suite. The Entro-T appears as two separate cylindrical frames mounted on the back of the shoulders, each housing scaled down versions of one of the two primary subsystems found on the full scale Entropy's Shroud.

The miniature Evanescent Wave Generator uses the same sampling and anti-phase production method to act as a stealth module. Blending the wearer's emissions to match background conditions, thus thwarting passive sensors. However in order to compensate for the breakdown of evanescent waves, the anti-phase emissions at close range are quite intense. Within about 500 meters, the Entro-T is incredibly obvious to all sensors, but due to the sheer brute force of these emissions most electromagnetic sensors and communications within that radius are simply drowned out by the anti-phase emissions.

The second unit, a stripped down spatial destabiliser lost more utility and effectiveness through the miniaturization process. Requiring a massive amount of power (capacitor drain is always at combat levels when active), and only effective at extremely close ranges, the Spatial Destabiliser creates a local region of slightly unstable space in a radius of approximately 10 meters around the unit. This unstable space causes guided weapons to be unable to find their mark reliably, and at point blank range disrupts subspace- and gravity-based armor scale shielding, the distortions also cause the wearer of the module to appear blurry and warped, becoming harder to hit as a result of difficulty at aiming at center mass.

"Stubthumper" Auxiliary Capacitor Array

Larger stacks of industrial grade capacitors, mounted along the upper back. The Stubthumper is there to power weaponry without putting undue strain on the suit's generators. Effectiveness tends to vary with the wide variety of energy weapons which could be plugged in to it, but generally provides unlimited ammunition to energy weapons hooked up to it for about an hour.

"Thirstybot" Portable Water Treatment Plant

An expansion of the suit's internal water reservoir, resembling a large metallic tank connected with a cylindrical bacterial treatment module. The Thirstybot is a module designed for the harvest of water from planetary bodies with oceans. Very popular with Free State water smugglers who occasionally plague the seashores of planets with terrestrial oceans. Can hold 20 liters of water, and the treatment module can successfully treat 3000 liters of water before replacement bacteria need to be cultured.

"Unmapper" Memory Module

See: ["Pathless Journey" Polysentience Learning Node](#).

"Crusty Snap-Nabber" Industrial Claw

An industrial grade servo-powered arm which terminates in a heavy mono-edged, tungsten carbide jaws-of-life style pincer. Sliding plates on the interior of the claw allow it to be temporarily blunted to be used to crush rather than slice, and the arm mounts a magnetic anchor with grappling cable in the palm of the claw to grab severed salvageable material and drag it back at a distance of 100 meters.

- While not intended for use as a weapon, it can be used as one doing Tier 3, Heavy Anti-Personnel damage.

"Bitsyspindle" Construction Array

A back mounted module consisting of four nimble spider-like legs, with fully articulated three-fingered manipulators at the end of each leg. Very sturdy construction allows them to brace the wearer and lift heavy loads, while its articulation allows a full range of motion to facilitate climbing movement in zero-G conditions. A general use module designed with shipyard work in mind.

"Flare Rider" Personal Light Sail

A hefty personal scale light sail field generator. Mounted in two halves on a pair of mechanical 'wings', braced against the shoulder blades. When activated a scintillating, multi-colored band of rainbow light is suspended between the two; the Flare Rider allows the wearer to effectively 'sail' on ambient background energy. Performance of the unit varies wildly depending on proximity to sources of starlight, nearby use of energy weapons, or bursts of energy. Although only newly designed, Flare Rider piloting is rapidly getting a reputation as more of an art than a strict science, and is popular in stunt-flying circles.

- The Flare Rider is primarily useful in non-atmospheric conditions, and on planets is usually used in conjunction with some form of repulsor-lift device (such as the Hull Tamp Leg modules) as the device does not provide lift.
- In space, the Flare Rider can take up to 15 minutes to reach maximum speed. Reduced to 1 minute if the wearer is heading directly away from a star. Cannot accelerate towards a stellar body.

Maximum Atmospheric speed:	Approx. 130 km/h, subject to stellar activity. Requires some form of external device to negate wearer's weight.
Maximum Space speed:	Approx. .12 c, in ideal conditions. Highly subject to stellar activity.

Lower Dorsal Hardpoint

The lower dorsal hardpoint is mounted at the small of the back, just above the waistline. Dedicated to mounting power systems for operating the rest of the suit.

"Tritium Tramp" Generator and Capacitor Array

The standard up-scaled Radioisotope Thermoelectric Generator, mounted within a nest of capacitors. Owing to the extreme long life of radioisotope power generation, as long as the unit is well maintained it will generate a small amount of power almost indefinitely for roughly eight decades, however in order to be work-ready it must charge the capacitor array for roughly 2 hours. Once fully charged it allows 24 hours of heavy use such as physical labor, or 12 hours of extreme exertion such as combat. Cannot be used to power energy weapons.

"Leadline Commando" Stealth Power Supply

A reasonably simple variation of the Tritium Tramp designed for work in stealth conditions. While functionally identical to the Tramp, the Commando is mounted within a solid radiation shield-plate which when sealed conceals all emissions from the device. While effective at concealing the device's heat and radiation emissions, in order to accomplish this it seals itself within its shielding causing it to slowly build up pressure and heat.

The Leadline Commando can only conceal itself for roughly 2 hours before needing to vent a cloud of evaporated and irradiated coolant gel. After roughly 10 such vents the internal coolant must be replaced.

"Cappy Pals" Capacitor Array

The other alternative to the radiation leaking Tritium Tramp was to simply remove the generator, and upscale the capacitor stacks. Effectively a large battery with zero emissions, the Cappy Pals resemble three heavy metallic blocks located at the small of the back. When charged for four hours from a Tritium Tramp unit or 30 minutes from a ship's power supply, they effectively give 48 hours of industrial power, or 24 hours of combat use.

Notes: The lower dorsal hardpoint mounts a near-universal adapter which can switch between most known domestic or foreign industrial and military grade batteries or portable generators. In effect the suit can be powered by connecting it to such a device presuming it is operational, and doesn't prevent such connections.

Full Body Mid-Layer Mountings

These components can potentially take up all mid-layer mounting slots (Arms/Torso/Legs). Some of these may be worn partially.

"Sleepwalker" Cargo Harness and Wearable Hammock

Simple synthetic leather straps mounted to the Moondyne's Graft base layer. Effectively useless worn underneath a mounted exoskeleton layer. The Sleepwalker harness is mainly used for the common utility of mounting pouches, or holsters for a Freespacer's personal property and tools for everyday use. When worn with the rest of the Sleepwalker mountings, the full harness can hook to the walls of a ship to function as a somewhat comfortable hammock.

This component can be worn in individual portions.

"Cell Block" Starlight Array Torso Component

Designed for economic use, the Cell Block is another synth-leather mounting, and effectively useless beneath an exoskeleton layer. The Cell Block's beauty is its simplicity: You just strap an array of small black hexagonal Starlight Cells to your body, and hook them up to a worn capacitor array. The cells are then hooked up to the suit's capacitor arrays to give them passive charge by absorbing ambient energy aboard a Freespacer vessel, most of which are usually flooded with background radiation capable of powering them. Energy is harvested, and reintroduced to the ship, or used by the wearer.

This component can be worn in individual portions.

"Slabber" Nanomuscle Inserts

A compromise between Freespacer production capability, durability, and effectiveness. The Slabber underlay is 'slabs' of mechanical muscle coils, segmented into inch-long portions connected with metallic discs. When mounting a full set, the Moondyne's Graft becomes comparable in physical strength to low-end alien engineered suits of power armor. While less powerful in general than foreign commercial nanomuscle, they are primarily used for reaction time and speed as they are more responsive than the comparable Greasecast Servos when fully synched with the wearer's mindware.

"Greasecast" Servo Inserts

The cheaper alternative to Slabber inserts, heavy industrial servos are mounted to a reinforced exoskeleton frame built around the wearer. Easier to produce, and able to be rebuilt after heavy damage sustained. The Greasecast is the heavier alternative and exceeds the strength of the Slabber nanomuscles, making the wearer generally more unwieldy and bulky in exchange for raw power and durability. Due to the heavy industrial style construction of the Greasecast, they have slower reaction times when synched.

"Showing Bones" Reinforcing Inserts

For when only the heaviest of protection will do; the Showing Bones components are layers of extra

plating, exoskeletal framework, padding and ballistic fiber inserted beneath the exoskeleton and against the innermost layer. When worn, the Showing Bones will offer the maximum possible protection in exchange for an inability to mount servo-assist or nanomuscle into the suit. For most wearers this makes for an incredibly protective suit, which is unbearably heavy to wear. Those who utilize this are by necessity already cybernetically enhanced to a degree capable of functioning under the weight of the full suit. The base design module for the Moondyne's Graft packaged this component for use in conjunction with Turtlestack Performance Grade Cybernetics, although the Showing Bones is modifiable to be compatible with a wide variety of high-performance Cybernetics.

- Adds +5 SP to entire suit.
- Intended to reinforce an exoskeleton. Provides only +2 if worn Independent of the exosekeleton.

Torso Mid-Layer Mounting

The layer mounted directly to the Moondyne armature, these components are generally beneath armor plating when the suit is mounting an armor conversion. More commonly worn without armor.

"Bug Life" Compound Viewing Suite

An addition to the Graft's sensor suite, the Bug Life is an array of tiny sensors similar in manufacture to the eye of the common housefly. When worn with an exoskeleton mounting, the sensors resemble tiny black dots at the edges of armor plating around the chest, shoulders and neck, or may be extended to fasten into the dustcloth layer. These sensors sync up with the wearer's mindware in order to give them functional 360 degree vision, although you still need to look down manually to see beneath your own feet. Primarily used to coordinate team efforts.

"Gravving Rainbows" Gravity Manipulation Module

Compact gravity manipulation plates mounted around the torso, which cause the suit to emit its own gravitic field conforming to the wearer. Provides functioning protection against scalar attack, and also allows the wearer to selectively negate their own weight, allowing impressive leaps, or safe descent in gravity.

Arm Mid-Layer Mounting

The layer mounted directly to the Moondyne armature, these components are generally beneath armor plating when the suit is mounting an armor conversion. More commonly worn without armor.

"Bitsynabbers" Tool Mountings

A series of fine servo-driven supplementary digits mounted directly to the wrist and fingers. Commonly mounting small laser cutters, pliers, wire strippers, soldering irons, or any number of other potential fine tools utilised in maintenance work. Individual tools are stored in pouches mounted on the forearm, and fastened to the 'nabbers' with small bayonet caps.

"Coilbones 2.31a" Stun Grabber

Wired electrical conduits fastened to the elbows, forearms, knuckles and hands which deliver powerful shocks on contact. Useful for stunning haywire automata, or causing loss of muscle control in biological targets. Generally employed by martial artists who wish to disable an enemy without breaking a limb, or bludgeoning an enemy into submission.

- Damage Type: Stun.

"Staplefang" Fleshmender Module

A modification of the Bitsynabber module, which instead mounts medical equipment such as scalpels, clamps, probes, suture kits or surgical staplers. Useful for surgical operations, and cybernetics installation, and treated with a disinfecting microbial treatment which kills off foreign bacteria to maintain sterility of the equipment.

"Silly Fingers" Chemical Delivery System

A fine array of chemical sprayers and applicators on a sealed layer of gloves. Generally used as an alternative to the Coilbones in rare practical applications, but also finding use in mecha-druidic ceremonies: The Silly Fingers deliver skin-absorbable chemical compounds at a touch. Most frequently found in Tranquilizer or Hallucinogen varieties.

- Damage type: Stun (Pleasant)

"Longrider" Frictionless Plating

Frictionless leg plates mounted at the wrist, elbow and shoulder. Useful for sliding around hulls at speed, and not much else. Primarily recreational in purpose and design, and have found their place in sporting circles who engage in zero-g mothership freerunning trials.

"Tumbler Tickler" Thread Camera

A series of incredibly fine fiber-optic cables of various gauges and articulation connected to tiny pinpoint

cameras. Generally used in maintenance work, to look down narrow pathways in order to find mechanical and electronic faults in a system. The cameras connect to the wearer's mindware to function as extra eyes. The finer cameras are built into cables rigid enough, and built in such a way as to be functional as a set of lockpicks for mechanical locks.

Leg Mid-Layer Mounting

The layer mounted directly to the Moondyne armature, these components are generally beneath armor plating when the suit is mounting an armor conversion. More commonly worn without armor.

"Coilbones 2.31b" Stun Plating

Counterparts to the Coilbones 2.31a, this system adds wired electrical conduits to the feet, shins and knees allowing the wearer to deal stunning kicks, and knee-strikes.

- Damage Type: Stun

"Decksitter" Frictionless Plating

Ankle, knee and hip mounted frictionless plates. Counterparts to the longrider arm module, and generally worn as a set.

"Hull Tamp" Magblades

Alternatives to the Decksitter module, and generally considered cheating in athletic competitions involving such modules. The Hull Tamps are full leg mounted magnetic rails which allow the wearer to hover over surfaces in the same manner as a mag-lev train, as well as angle the repulsion to provide thrust and acceleration to the wearer. Allows motion along solid surfaces in a standing, kneeling or sitting position.

- Top Speed: 210 Km/H

Waist Mounting

Connected to hardpoints around the waist of the Armature, these devices are generally worn over armor plating when the suit is mounting an armor conversion.

"Trapline" Grappling Cables

Two spooled cables mounted on either side of the waist, tipped with harpoon like grappling devices which come in serrated penetrator, or magnetic coupling flavors. The grapples are fired by a small series of magnetic coils in order launch the cables out for either snatching and reeling in the object, or allowing the wearer to maneuver. Generally used as a cheap mode of locomotion in a spacewalk, or as a part of a salvage kit.

- Although not intended to be a weapon, a serrated penetrator head will do 2 DR (Personal Scale).

"Rebar Biter" Demolition Cables

A more dangerous variation of the Trapline, the Rebar Biter fires mono-filament cables with serrated penetrator heads. The cable itself has a two meter length of insulation which the mono-filament can slide into or out of, and may thus be safely handled by the wearer in proximity to the launcher. Generally used to wrap the wire around a large piece of scrap, and then retract the spool slice clean through salvageable materials.

- Penetrator: 2 DR (Personal Scale)
- Wires: 4 DR (Personal Scale)

"Gotwhatcha" Utility Belt

A simple utility belt capable of mounting just about anything you need. No standard kit, just opportunities for storage.

"Cappybutt" Auxiliary Capacitors

Extra capacitor stacks worn around the waist. While not quite as effective as the Stubthumper module, the Cappybutt still provides a full half hour of power to high energy devices, or an extra six hours of functional operating time at physical labor level of use, or three hours in combat conditions.

Exoskeleton Mounting

A series of hardpoints that allow the Graft to mount workaday padding, or extra armor plates for conversion into full combat armor, or a powered hardsuit depending on other components. The actual degree of Exoskeletal coverage can vary wildly; thickness, placement of armor, and styling all vary wildly as design is done by Polysentience design module and custom forging. The only common thing about these exoskeleton pieces are how they are mounted to the base and middle layer.

Material	Description	Armor Type
Padding	Soft foam padding encased in synthetic leather	None

Material	Description	Armor Type
Ceramics	Hard industrial ceramics	Light
Alloys	Metallic alloys (Usually incorporating Durandium)	Medium
Durandium	Heavy metal plates	Heavy

There is some debate among certain portions of the polysentience about methods to shape meta-materials used by foreign militaries into functional plates which can be fitted upon a Graft. The benefits of doing so, and methods by which this could be accomplished are only theoretical at this point.

Coverage	Description	Armor Type (SP Total)	Weight Limitation
Light	Thin plating and/or Limited coverage	Heavy Personnel Scale (4 SP)	None
Medium	Average plating with Full coverage	Very Light Armor Scale (5 SP)	None, extremely unwieldy without insets or cybernetics
Heavy	Thick plating with Full coverage	Light Armor Scale (10 SP)	Requires Cybernetics, or Slabber/Greasecast Inserts

Upper Body Dustcloth

By allowing a little extra space between mid-layer and exoskeleton components, Moondyne's Graft can mount optional 'dustcloth' components. Extra layers of cloth or padding to sit between layers either for minimal ablative defense or to protect internal components from dust and debris, lessening the need for constant maintenance.

Material:	Description:	Effects:	Notes:
Standard:	Common cloths of just about any material, comes in a variety of styles. Jacket, coat, trench coat, duster, tunic, robe, etc.	Looks nice!	None
Fire retardant:	As common cloths, but treated to be fire resistant.	Makes suit Fireproof	Must be worn with matching lower body dustcloth
Ballistic Mesh:	Thicker, heavier clothing woven from ballistic fiber. Adds an extra level of defense against, bulky.	+1 SP	+2 SP with matching lower body dustcloth
SynAraS:	Synthetic spider silk woven at a molecular level. Stylish and light, while still strong.	+1 SP	+2 SP with matching lower body dustcloth
Bracebelt:	Synthetic polymer material that functions as a wearable starlight cell. Recharges capacitor arrays passively.	Full recharge in 8 hours of radiation exposure. Full recharge in 72 hours solar exposure	Halves recharge time with matching lower body dustcloth
Thermoptic:	Heavy swathes of reactive materials which bend light around the wearer. Offers temporary invisibility, but easily damaged.	Invisible to visible spectrum	Can't be worn with exoskeleton Capacitor counts as 'in combat' while active

Lower Body Dustcloth

As above, but comes in the form of pants, skirts, kilts, chaps, etc. SP bonuses stack.

Feet Mountings

Far from a hardpoint, the Moondyne's Graft is designed with flexible mesh foot coverings. Boots of any variety can be worn over them for comfort, defense or utility. You can wear normal boots over your Graft, and most Exoskeleton components provide foot coverings.

OOC

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¹⁾

<https://stararmy.com/roleplay-forum/threads/freespacer-extravaganza-moondynes-graft.34448/#post-300821>

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