

NAM Terratech General PA - "WATER" Version 2

The Water 2 is a high performance, shield and energy weapon dependant Power Armor. It was brought out to fill in the shortcomings of the [AIR](#). This PA is best suited for battle endurance and target defense. While the [AIR](#) pilots tend to be impulsive, Water 2 pilots must keep a clear head and think, as the variety of defensive and offensive weapons on the PA must be applied according to the situation at hand. Water 2 is best used in groups of four, and treated like general infantry.

"Go with the flow."

History and Background:

Right after the [AIR 1](#) was redesigned, the Water 1 was next. Just like its cousin, the Water 1 had many problems that had to be rectified before [SAoN](#) usage. Unfortunately for NAM, the Water 1 is already widely distributed both inside and outside of [NAM](#). A recall order has been issued to replace all existing 01a models with the updated 02a.

Statistical Information:

- Government: [Democratic Imperium of Nepleslia](#)
- Organization: [Star Army of Nepleslia](#)
- Type: Defensive General Power Armor
- Class: Na-M2-02a
- Designer: [Melchoir Vel Steyr](#) And the guys.
- Manufacturer: [Nepleslian Arms and Munitions](#)
- Production: Full Mass Production
- Crew: 1
- Maximum Capacity: 1
- Appearance:

Starting from the head, it is an oval-ish with a Nerimium Mask. Nanomuscles form the neck, and then go into the body through a thick circular collar. A triple layered breastplate covers the front, while the back is taken up by a backpack which houses the generators and V-Thrusters. The shoulders are squarish and large with a transparent cross on it (Houses the monoeyes). The back of the shoulders are a pair of large thrusters. Going down the arms are mostly armor plates with the occasional nanomuscle strand and ending in a gauntlet glove. The left shoulder and arm is additionally reinforced with more overlaying plates.

Back at the main body, Nanomuscles can be seen covering the waist. At the back of the waist and below the backpack, a pair of straight tubes jut out at a 45* degree to horizontal by default. The waist ends in a

heavy metal belt and the start of the skirt armors. The skirt armors are thick plates which split in the middle and back and go all the way down to the middle tights. The legs are also plates with the occasional Nanomuscle. A pair of thrusters is integrated into the knees and the sides of the calf mounts missile racks. By default this armor is painted light blue.

- Length: 3.0 Feet
- Width: 3.0 Feet
- Height: 7 Feet
- Mass: 400 Pounds
- Speeds: Sublight: .30c (Ion Drives)
- Speeds: Hyperspace: Nil
- Speeds: Hyperpulse: Nil
- Planetary: Mach 1.6 (Ironically, it does not go underwater)
- Maintenance: After every mission, overhaul every YE.
- Lifespan: 5 Years

Ship Resource Point Costs

NAM WATER PA	
FTL Engine	0
Hyperspace Drive	0
Sublight Engine	30 (Ion Arrays)
Main Starship Super-weapon	0
Main Gun Battery	150 (Standard issue LBR-01a) 125 (per replacement Zen Arms Type 1)
Secondary Guns	220 (Standard issue (2) RAL-01a, VCS-01a, EAG-01a package) 60 (per replacement VCS-01a/VCL-01a) 50 (per replacement RDL-02a) 50 (per replacement RAL-01a)
Point Defense Guns	6 (shoulder pulse cannons, 3 each)
Main Generator	400 (UCF-3u)
Secondary Generators	0
Environmental Systems	1 (Pilot suite)
Computer	100 (Combat Savtech)
Armor	1250 (5 sections, Andrium, 250 each)
Stealth Armor	200 (Mass Mesher System)
Sensor System	100 (Monoeye suite)
Shield Systems	600 (CPS-3a, Flash Shield system)
Nanotech systems	0
Total	3077 per 10 armors, Customizations may vary

Weapons Systems:

(1): [NAM Long Beam Rifle LBR-02a](#)

(1): NAM Charged Particle Dispenser CPD-01a: The CPD supercharges minute particles drawn from the

propellant tubes and then releases it into the area around the WATER 2. The particles act as an electromagnetic smokescreen that obscures the objects inside and beyond it from electronic sensors. The subspace based Monoeyes and plain eyeball is still capable of seeing in and out of it however.

- Location: Back of waist.
- Purpose: Electronic Smokescreen
- Secondary Purpose: Conventional Jamming, Smoke Grenade
- Range: 10 Cubic Meters
- Rate of Fire: 1 discharge every 2 seconds.
- Payload: 4, fully recharges every 30 seconds.

(2): NAM Rapid Arrow Launcher RAL-01a: The WATER 2 has no use for the Blitz techniques utilized by the [AIR](#), so the annoying Rapid Dart Launchers has been replaced by the higher caliber and much more dangerous RAL. Similar to the RDL, the RAL fires self locking "Arrows" which streak to the target like angry bees, and always fired en masse to guarantee a hit. The Arrows are 20 Cm by 60 Cm and are launched out by their own thrust. Carries conventional HE warheads and are good for keeping targets distracted for a while.

- Location: Both Calves, on the outer side.
- Warhead: Conventional HE
- Purpose: Support Weapon
- Damage: Moderate
- Range: 5KM
- Rate of Fire: 8 in 2 Seconds
- Payload: 8 on each leg

(1): NAM Pulse Laser Array PLA-01a. this consists of a small single high precision high power laser mounted above both chests. The Laser projector is capable of turning on an axis to fire to the front, back and above the WATER 2.

- Location: Above the left chest.
- Purpose: Knocking out incoming enemy warheads.
- Secondary Purpose: Killing unarmored targets without wasting limited ammunitions.
- Damage: Small
- Range: 5 KM in atmosphere, 100 KM in space.
- Rate of Fire: Constant
- Payload: Unlimited

(1): NAM External Arrestor Guard EAG-01a. A sturdy small rectangular forearm shield. Two Nerimium prongs jut out from underneath. These wire trailed prongs are fired by mass driver and will attempt to penetrate the armor of the target via its mono-molecular edge and sheer weight of impact. After that the wires directly connected to the Fusion Generator, sending an overwhelming EMP pulse across to the target much like a Taser. The prongs are also able to attach to the back of any other NAM Power Armor, either to kick start a reactor or provide emergency power.

- Location: Worn over left forearm.
- Purpose: EMP Disabling
- Secondary Purpose: Friendly Assistance
- Damage: Heavy

- Range: Melee, 200M
- Rate of Fire: Takes 3 seconds to wind prongs back via internal motor.
- Payload: Unlimited

(1): NAM Observation Probe. this is released before battle and floats near the fringes all by itself. Fully automated and has a pair of Firefly Ion Arrays. Has a single Monoeye on its head and is cheap to manufacture. When un-deployed it looks like the WATER is carrying a violin case.

- Location: Handheld
- Purpose: Providing operators with more data
- Secondary Purpose: Providing the R&D Team with more data

(1): NAM VBCS Sword-Short VCS-01a. this rather wicked 2.5ft weapon is mainly composed out of tough Durandium. It consists of a Vibroblade tip and chainsaw edges. It makes a high pitched whirring when turned on.

- Location: Vertically strapped to left chest,
- Purpose: Sawing through armor.
- Damage: Heavy.
- Range: Melee
- Rate of Fire: Constant
- Payload: Unlimited

Optional Swap-Outs

(1): NAM Rapid DART Launcher RDL-02a: DARTS are small missiles that require very little external locking solutions. Usually the chemically propelled DARTS will self lock and streak toward the target like a cloud of angry bees. They are always fired en masse to guarantee a chance of hitting but their damage is small. Instead, they explode in fine charged particles, screwing up sensors momentarily and damaging shields. The enemy's momentary weakness is best followed up another attack. This swaps out the ARROW Launchers on the calves.

- Location: Replaces ARROWS
- Warhead: High explosive dirty payload.
- Purpose: Damages shields, disables sensors and tracking.
- Damage: Moderate to shields and small to armor in salvos of 15.
- Range: 3KM in Atmosphere, 50KM in space.
- Rate of Fire: 15, 30 in 3 seconds.
- Payload: 15 in each leg.

(1): Zen Armaments Type 1 Rifle: A simple, yet reliable weapon, the rifle is probably the best-built part of the armor (Of the Demon, that is). The rifle consists of a three-barreled 35mm chain gun, with an underside 40mm grenade launcher. Note: Swaps out LBR-01a

- Purpose: Anti-personnel
- Damage: Moderate to Heavy
- Range: 2000 meters for rifle, 450 meters for grenades.

- Rate of Fire: 1800 rounds a minute,
- Payload: 3600 round magazine, 3 grenades in grenade bay. Additional ammo stored in a purpose made container under the right forearm.

Note: UMD-01a cannot be attached due to the absence of chest hydraulics.

(1): NAM VBCS Chainsword-Long VCL-01a. this rather wicked 4.5ft weapon is mainly composed out of tough Durandium. It consists of a Vibroblade tip and chainsaw edges. It makes a high pitched whirring when turned on.

- Location: Strapped to the back or attached to the waist.
- Purpose: Sawing through armor.
- Damage: Heavy
- Range: Melee
- Rate of Fire: Constant
- Payload: Unlimited.

Systems Descriptions

1. Hull

Lightweight Durandium in a Diamond Nanotube frame Composed out of a thin basic under layer with thick sectioned plates outside. The structures of the plates are designed to absorb the maximum amount of damage with the drawback that whole sections shatter immediately if hit at the same spot. The WATER is less bulky and armored than its cousin, has skirt armors only up to its middle thighs and the head is finally moveable. Similarities include the blank faces and armored left hand. It is also more flexible than a (NOT Close to Surface) [AIR 1](#).

2. Power

Ultra Compact Fusion Generator UCF-3a This is an upgrade from the fusion generator of the WATER 1 with a higher power output rate, compactness and safety. The UFC is located inside the back of the PA for maximum security. Only enough hydrogen for 5 patrol days (Or 2 engagements) are stored onboard the WATER 2 and this is pumped in at base.

3. Emergency

MEC Type C When critical damage is recorded, the MEC automatically beheads and cyrofreezes the pilot's head and jettisons it with a JAM bottle. This is located behind the PA's helmet.

4. Life Support

The inside of the armor is made out of cushioned material, with hard straps near jointed areas. Oxygen and Sucrose solution is provided through a mask in the helmet and a catheter is present down below. The catheter has to be manually attached by the pilot as he jumps in. Constriction bands placed above the straps, and an automatic drug applier is near the neck. Due to the positioning of the generator, a lead sheet is placed against the pilot's back, making it harder to slouch but generally the whole suit is ambient radiation shielded. In all, it is not very comfortable.

Since nearly everything is provided by the WATER 2. Pilots are to get inside in their undergarments. The Power Armor can be accessed when it is kneeling by climbing up the back or using a ladder (Also applicable when standing) . A password is then recognized by the Armor and then the top opens up with the head and shoulder's tipping over to open a widening cavity for the pilot to jump in. The suit then closes itself and adjusts its structure to the pilot's physique and clamps the straps on.

5. Propulsion

Combat Firefly Ion Array CFA-02a The Firefly Ion Array proved to be underutilized and complicated for the Nepleslian pilots. Due to this, the Ion Propulsion system was completely scrapped and redesigned. Now there are only two Ion Array wings at the back of the Power Armor and smaller venire thrusters located at the back of the arms and all around the skirt armor. While still providing good maneuverability it lacked in raw power output, which is rectified by two large non-arrayed Ion Boosters located behind the knees and shoulder of the pilot. All Ion drives in the WATER 2 are capable of short 5 second boosting with a 10 second cool down.

6. Shields

Combined Shielding CPS-03a For standardization sake NAM has lumped the two systems of energy shield and repulsion together. To offset the weak armor (and potential repair costs) the CPS here has a higher power to weight ratio than on the Firefly. The WATER can take a heavy pounding before needing a recharge. Unlike the [AIR](#), this system lacks the overcharge function. Do not even think of pushing off because the CPS lacks the directional field projectors mounted on the [AIR](#).

7. Shields

Flash Shields SFS-02a In theory, a larger second shield that flickers every microsecond. The trick is to deflect projectiles a little just enough to induce a drift, and since the sides are now partially facing the direction of motion, the repulsion fields would have a larger area to act upon thus increasing repulsion effectiveness. To missiles and other warhead tipped projectiles, the SFS would trick them by appearing to be the real shields, thus triggering premature detonation before it hits the CPS. In this case the damage would be less but the SFS would be turned off for the duration of the blast. It would be recommended to use multi missiles to disable the SFS or energy weapons (In which the SFS has no effect on).

8. Basic

Antigravity The shield projector creates a small anti-gravity field around the Armor. Reducing its weight, preventing the forces of inertia and stopping scalar weapons from scoring easy kills. Generator is a small disk on the lower back.

9. Sensors

Monoeye These sensors are placed on the left and right shoulders where it gives a 180° view on both sides (Therefore a full 360° total) and due to the dual positioning some degree of depth perception exists. On passive mode these sensors emit low key RADAR, LADAR and receive data on a wide spectrum.

On active mode, a pair of mono-directional emitters located within the sensors will glow. These "Monoeyes" furiously emits subspace particles at a specific target, providing extremely detailed and instantaneous data on the target including things leaving it (I.e.: Projectiles and Sensor Pings). The con's of this system is that it can only lock on at one target at a time, making battlefield support integral to the WATER 2. Also, going Active mode nearly always betrays your own presence and position.

10. Control

Neural Probe Due to the complex nature of propulsion and the fact that the pilot's hands are tied, it is integral that control comes directly from the brain. Experienced in neurotechnology, [Savtech](#) has put a neuroprobe with no invasive needles in the head of the WATER 2. The probe repeatedly scans and interprets the brainwaves of the pilot to move the Armor. Although one can just "Think" their Power Armor into moving, it is advised to supplement this by also moving your real limbs.

11. Strength and Flexibility

Nanomuscles Improves the reaction time and strength of the pilot by lining the insides of the suit with nanomuscles. These muscles are composed of many strands of nanochains which contract upon receiving an electric shock of the correct frequency. These nanomuscles contract and retract faster than organic muscles based on the signals received by the neuro probe.

12. Heads Up Display

Display visor HUD-02a The last uncovered part of the pilot's head is now taken up by the display visor, which provides battle data and communication relays to the pilot. Now that the pilots can turn their heads, the visor will adjust itself to where the pilot is looking.

13. Computer

Combat Savtech A specialized computer system for sorting battle data received from the Monoeyes of all squad machines. Thanks to the detailed trajectories data from the Monoeye sensor system, the Savtech can perform high accuracy shots by manipulating the nanomuscles on the arms. All the pilot has to do is point the gun at the enemy and the [Savtech](#) will fine tune the aim.

Should the [Savtech](#) determine that a shot is approaching the WATER 2; it will instantly perform evasive maneuvers. This may be quite jarring to the pilot who should be the one in control of his machine, thus practices should be in order so that the Savtech learns moves that are more preferred by the pilot, and the pilot accustoms itself to the Savtech's automatic dodging.

It is recommended to save your battle data in the event of machine switching or destruction.

14. Communications

Encrypted Radio, Laser and Subspace Emitters are on the shoulders and a single antenna on the back. Very traditional.

15. Propellant/ Prop

Firefly Subtype Similar to the Fireflies, This is a long tube which contains the Xenon Ions for powering the Ion Drives. Except its secondary usage this time is a prop for standing up, plus it is better armored. One pair located behind the waist. Each tube lasts for a day of patrol or 2 hours of frantic fighting. There are indentations on it so that the pilot may step on it to climb up the armor.

16. Countermeasures

Chaff and Flare Chaff and flare dispensers against missiles and weak lock ons. The dispenser is stuck on the propellant tanks. Carries 10 flares and 10 chaffs.

17. Cloaking

Mass Mesher Device MMD-01a It is easier to hide behind something than to completely disappear. The MMD is actually a reversed engineered and refined version of the NRM's Dark Demon C-1 Cloaking device. Should the Water 2 be near an object four times its size, it becomes radar/sensor invisible. Four or more Power Armors equipped with his device and flying in a formation will still appear on radar, but their numbers cannot be determined. Firing a weapon and over boosting cancels this.

NAM Terratech General PA - "Water" Version 1

History and Background:

While the [AIR](#) was a milestone in Nepleslian Power Armor design, it was hardly useful when it comes to defending a target or standing ground. Not to mention its questionable application in space and lack of durability. Due to the huge demand for a General Purpose armor to accompany the launch of the Warhorse and [NS-LFS-1CIV Red Hill Class REVISED](#) transports, the development of a scaled down "Air" (The BREEZE) was ~~pushed back canceled~~ and the WATER was given the highest priority.

About the NAM "Water" General Power Armor

The "Water" is a high performance, shield and energy weapon dependant Power Armor. It was brought out to fill in the shortcomings of the "Air". This PA is best suited for battle endurance and target defense. While the "Air" pilots tend to be impulsive, "Water" pilots must keep a clear head and think, as the variety of defensive and offensive weapons on the PA must be applied according to the situation at hand. "Water" is best used in groups of three, and treated like general infantry.

"Go with the flow."

The "Water" also debuts two new Nepleslian innovations: the "Anti Beam Cloud" and "Flash Shields". Putting on the "Water" is the same as the "Air", but much faster as the "Water" is smaller and more compact than its cousin.

Statistical Information:

- Government: [Nepleslian Star Empire](#)
- Organization: [Star Army of Nepleslia](#)
- Type: Defensive General Power Armor
- Class: Na-M2-01a
- Designer:

[Melchoir Vel Steyr](#) And the guys.

- Manufacturer: [Nepleslian Arms and Munitions](#)
- Production: Full Mass Production
- Crew: 1
- Maximum Capacity: 1
- Appearance: Normal Blue Machine
- Length: 3.0 Feet
- Width: 3.0 Feet
- Height: 7 Feet
- Mass: 400 Pounds

- Speeds: Sublight: .30c
- Speeds: Hyperspace: Nil
- Speeds: Hyperpulse: Nil
- Planetary: Mark 1.6 (Ironically, it does not go underwater)
- Range: 12 Hours Oxygen
- Lifespan: 10 Years

Weapons Systems:

(1): NAM Long Beam Rifle LBR-01a: The true incarnation of the 4ft LBR-00p held by the “Air”. It was originally slated to be deployed with the “Breeze”. The LBR fires high damage Positron beams at long ranges. This version has improved capacitors, a stronger structure and recoil that do not warrant hydraulic supports. There are also two new firing modes, a concentrated spray (Like buckshot) which makes it easier to hit closer targets and a close range beam bayonet when the going gets tough. It is a worthy cousin to the universality of the UMD-01a.

- Location: Held in the right hand.
- Purpose: Anti- Everything
- Damage: Heavy
- Range: 10,000 KM (Beam) , 1KM (Spray), 3ft (Bayonet)
- Rate of Fire: Every 3 seconds (Long Beam) Every 5 seconds (Energy Spray) Indefinite (Beam Bayonet)
- Payload: Unlimited (30 Shots and Sprays and 15 min Bayonet when not connected.)

(1): NAM Anti Beam Cloud Dispenser ABC-01a: Considering the efficiency of the Flash Shields of the “Water” at weakening the impact of solid ammo and missiles, Terratech was itching to implement their answer to the traditional smoke grenades. The ABC-01a releases a canister the size of a milk carton, which inside contains a pressurized gas filled with dense reflective fine particles and a single shot gravity generator. When the timer is up, the canister fills the area with the beam weakening cloud while the gravity generator stops the expansion of the cloud beyond 10 cubic meters before burning out. The cloud provides a degree of jamming against conventional sensors and is especially effective towards beam weapons that use quantity of shots against quality of shots, as single tight beams (Like the LBR) loses less energy as compared to multiple smaller ones landing around the cloud. The cloud can be easily dissipated by an explosion or through repulsion fields. Note that the “Water” would also be blind inside the field, hence the need for radio relays by sources outside the cloud.

- Location: Back of waist.
- Purpose: Weakening of Beam Weapons
- Secondary Purpose: Conventional Jamming, Smoke Grenade
- Range: 10 Cubic Meters
- Rate of Fire: 1 Canister per Second
- Payload: 4

(2): NAM Rapid Arrow Launcher RAL-01a: The “Water” has no use for the Blitz techniques utilized by the “Air”, so the annoying Rapid Dart Launchers has been replaced by the higher caliber and much more dangerous RAL. Similar to the RDL, the RAL fires self locking “Arrows” which streak to the target like angry bees, and always fired en masse to guarantee a hit. Carries conventional HE warheads and are

good for keeping targets distracted for a while.

- Location: Both Calves, on the outer side.
- Warhead: Conventional HE
- Purpose: Support Weapon
- Damage: Moderate
- Range: 5KM
- Rate of Fire: 8 in 2 Seconds
- Payload: 8 on each leg

(1): NAM Vulcan Array VUA-02a. Consisting of four small chain linked vulcans for infighting needs.

- Location: Above the left chest.
- Purpose: Peppering targets and ground strafing
- Secondary Purpose: Knocking out incoming enemy warheads
- Damage: Small
- Range: 2 KM
- Rate of Fire: 40 Bullets a second (Whole Array)
- Payload: 6000 Bullets.

(1): NAM Guard Powerknuckle GPK-01b. A small rectangular forearm shield that ends in a hydraulic and repulsion powered spiked knuckle. The forearm shield on this one is slightly larger to accommodate the "Waters" defensive role. The GPK does less damage than the "Air" due to the lesser rate of acceleration. It is only recommended to start punching when the Beam Bayonet is broken.

- Location: Worn over left forearm and fist.
- Purpose: Pure kinetic force
- Damage: Moderate
- Range: Melee
- Rate of Fire: Repulsion and Hydraulics charge in 5 seconds.
- Payload: Unlimited

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- Location: Handheld
- Purpose: Providing operators with more data
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OPTIONAL SWAP OUTS

(1): Zen Armaments Type 1 Rifle: A simple, yet reliable weapon, the rifle is probably the best-built part of the armor. The rifle consists of a three-barreled 35mm chain gun, with an underside 40mm grenade launcher. Note: Swaps out LBR-01a

- Purpose: Anti-personnel
- Damage: Moderate to Heavy
- Range: 2000 meters for rifle, 450 meters for grenades.

- Rate of Fire: 1800 rounds a minute,
- Payload: 3600 round magazine, 3 grenades in grenade bay. Additional ammo stored in a purpose made container under the right forearm.

Note: UMD-01a cannot be attached due to the absence of chest hydraulics.

OPTIONAL WEAPONS

(1): NAM Chainsword-Short CSS-01a. this rather wicked 2.5ft weapon is composed out of durandium and the saw blades made of diamond nanotubes. It is used to perform open heart surgeries (Without anesthetics).

- Location: Vertically strapped to left chest, drawn out when in use.
- Purpose: Sawing through anything
- Damage: Heavy
- Range: Melee
- Rate of Fire: Constant
- Payload: Unlimited.

Systems Descriptions

1. Hull

Lightweight Durandium in a Diamond Nanotube frame Composed out of a thin basic under layer with thick sectioned plates outside. The structures of the plates are designed to absorb the maximum amount of damage with the drawback that whole sections shatter immediately if hit at the same spot. The WATER is less bulky and armored than its cousin, has skirt armors only up to its middle thighs and the head is finally moveable. Similarities include the blank faces and armored left hand. It is also more flexible than a (NOT Close to Surface) [AIR 1](#).

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MEC Type C When critical damage is recorded, the MEC automatically beheads and cyrofreezes the pilot's head and jettisons it with a JAM bottle. This is located behind the PA's helmet.

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Encrypted Radio, Laser and Subspace Emitters are on the shoulders and a single antenna on the back. Very traditional.

15. Propellant/ Prop

Firefly Subtype Similar to the Fireflies, This is a long tube which contains the Xenon Ions for powering the Ion Drives. Except its secondary usage this time is a prop for standing up, plus it is better armored. One pair located behind the waist. Each tube lasts for a day of patrol or 2 hours of frantic fighting. There are indentations on it so that the pilot may step on it to climb up the armor.

16. Countermeasures

Chaff and Flare Chaff and flare dispensers against missiles and weak lock ons. The dispenser is stuck on the propellant tanks. Carries 10 flares and 10 chaffs.

17. Cloaking

Mass Mesher Device MMD-01a It is easier to hide behind something than to completely disappear. The MMD is actually a reversed engineered and refined version of the NRM's Dark Demon C-1 Cloaking device. Should the Water 2 be near an object four times its size, it becomes radar/sensor invisible. Four or more Power Armors equipped with his device and flying in a formation will still appear on radar, but their numbers cannot be determined. Firing a weapon and over boosting cancels this.

18. Pricing.

With the large surplus of WATER 2s in possession by [Nepleslian Arms and Munitions](#), coupled with the recent opening up of surplus equipment of [Nepleslian Arms and Munitions](#) sold to the general populace, WATER 2s are now being sold at 6000 DA for each individual unit, with a price break of 5825 DA for 10 units purchased. Each purchase order in such amounts must be approved by the government of the Democratic Imperium of Nepleslia.

OOC Notes

This article was created by [Fian](#). It was approved by [Wes](#) on February 14, 2007:[Approval Thread](#)

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