

Senti Space Suit

This space suit is a standardized design used by the [Senti](#) for an unknown amount of time. It is consistently reliable and adaptable, not to mention resilient as Senti technology is built not only to last, but outlast. Police variants use a [mumetal](#) woven liner to limit or eliminate magnetic pull on the wearer.

The suit is available to be purchased from many Senti sellers. However, the burial steel armor plates are replaced by standard ballistic steel or [Durandium Alloy](#). This is a standard issue item for Senti players.

The Police variant is available in black only.

Other variants are available in nearly any color. The most common colours are white, blue, or orange.

History

The origin of the Senti Space Suit design is largely shrouded in mystery. It is believed to originate from the Senti homeworld, a now dark trinary star system. The design has seen countless improvements since its inception, allowing faster refits, more efficient construction, increased battery capacity, improved materials, and extended spacewalk time.

However, major aesthetic engineering changes to the basic design have not been made in a few hundred thousand years, with some Senti believing that the suit is still of the same design as was on the homeworld.

Design

The suit is a fairly simple [heated](#) double layer [neoprene](#) design, which features a 3mm neoprene inner layer beneath the heating elements and batteries. The suit contains distributed power systems which collect biometric data and sends this telemetry to the suit's main computer. Insulation is achieved by using polymer weave fortified with a [non-Newtonian fluid](#) which is designed to both stand up to micrometeorite impacts and vent excess heat out to the body armor panels. This insulation is also capable of sealing punctures in case of catastrophic failure, which allows the wearer to seek medical attention. In the police variant, a mumetal weave lining is designed to wrap over the suit's insulation layer, from the basic neck seal to the closed toe with integrated sock design, rendering the suit almost completely nonmagnetic.

A 5mm neoprene outer shell with single frontal zipper gives the suit a clean, solidly compressive layer which provides additional insulation. Air is supplied by a tank that is mounted to the lower back, complete with return compressor and a single chemical rebreather tube. The air lines lead up to a socket in the neck seal, which is designed to connect and disconnect swiftly should the need arise. The oxygen tubes are mounted under a raised spinal armor which also houses a flexible network node computer that is suspended in a gelatinous antishock material. The computer processes and transmits sensor readings

from inside and outside the suit, parses incoming transmissions, and routes all suit controls to a touchscreen on the inside of the left wrist.

Burial Steel armor covers the breast, hips, frontal thighs, parts of the abdomen, shoulders, outer arms and outer forearms to protect the wearer from micrometeorite impacts and provide a marking surface for the wearer's livery. They also serve as the suit's venting function, utilizing the armor plates as radiators to provide a surface area to radiate heat away from the body. Around the edges of every single armor panel and every seam on the outer layer of the suit is a 3mm strip of high visibility tape. This tape aids visibility in low-light conditions and assists recovery crews in finding victims in the event of an accident.

Secondary Systems

The suit, while primarily a highly utilitarian piece of equipment, would be nothing but an armored, heated bodysuit without the handful of independent secondary components that push it up to Senti standards.

Magnetics

Mag-lock boots, gloves, and kneepads provide multiple tons of gripping force and a feeling of weight in otherwise zero-gravity situations to a Senti wearer. This allows a Senti to walk on the outside of a spacecraft's hull casually to inspect for damage and make repairs.

Boots

The boots use an integrated power supply to maintain their lock, even when the suit runs out of power. This is due to the design of redundancy and decentralized power systems. They look like a set of calf high hardshell armored boots with their main color being black. The standard-issue boots feature a two inch platform and three inch heel to provide space for the power systems and the primary magnetic coil in the heels. For Senti older than a **Precentennial**, sizes are adjusted accordingly.

The control of the boots is simple. Curling the toes will turn on and off the boots by charging a set of high voltage ballasts to lock the boots to the floor. Flexing the calf will interrupt the current and allow the user to lift their foot before setting it down and relocking.

Kneepads

The kneepads possess a similar design to the boots down to their technical specifications, though are controlled by the angle of the wearer's knees. The settings of the exact thresholds may be adjusted on the fly by using a set of dials on the outside of the knee. Crossing the threshold while in contact with a surface will lock the pad, while exceeding the negative threshold will deactivate the lock. The kneepads' magnetics' default settings are $<25^\circ$ on and $>110^\circ$ off.

Gloves

The gloves feature a number of notable differences from the boots and kneepads. A single high voltage coil assembly is featured on the thumb and between each pair of the [phalanges](#). These three coils provide a powerful grip on metallic surfaces. On the downside, this means a three fingered glove, which can make dexterity a challenge.

The gloves feature a mumetal, single-sided field advancement that makes the back of the hand completely nonmagnetic, even when the glove is fully activated. The power supply and ballasts are located in a wing-like ballast box on the backside of the forearm. A pressure ring is added on the bicep to interrupt current. Each glove requires one such ballast box. Activating the gloves and deactivating them features a similar scheme to the boots, namely by a “cracking knuckles” motion.

Helmet

Similar to other zero-atmosphere flight suits, the helmet possesses the most electronic parts and remains the most sophisticated piece of the suit. The helmet is designed as a full helm with partial visor, equipped with cameras and external lights. It is similar in appearance to a camera and light equipped motorcycle helmet. Beneath the polymer and alloy hyper-velocity ballistic outer shell is a powerful molecular communications relay with a flexible computer embedded in the gel padding. This computer controls a 🧑 [head up display](#) and regulates the suit systems to greater efficiency. Primary control of the suit's systems is in the suit body, allowing the suit to maintain homeostasis without the helmet at a reduced efficiency.

Usage

Different jobs call for different loadouts, which is solved by a variety of harnesses that can be used in tandem with the suit. The suit is primarily used for outdoor work (EVA), law enforcement, as a civil service uniform, and as formal wear.

The suit has a specialized fighting style that utilizes the hardpoints, such as the boots and kneepads, cleverly. It is often used to detain violent or resistant Senti criminals by law enforcement. Most Senti officers are trained to be able to handle a similarly trained Senti up to a century older than themselves to handle the increase in mass Senti aging is known for. This fighting style is mainly focused on manipulation of relative down, apparent mass, and centripetal force, similar to 🧑 [judo](#). The mumetal lining is used to prevent an opponent from gaining an advantage by acting on the suit or wearer's skeleton with the magnetic locking, which law enforcement is trained to do.

Cleaning and Maintenance

The suit should be cleaned after use, however, cleaning is not too difficult. It is clean after a gentle spin wash and easily dried by a blow-through heater. Tumble drying will damage the suit and possibly the tumble dryer. The waste disposal module should be removed before cleaning and cleaned separately. In

Civil Service personnel, this is a habit forced down the throat of all Senti before they even enter into training.

Common Modifications

Almost all Senti Space Suits feature intricate, richly colored enamel engravings. While they may vary greatly in design and color, there are key similarities that can be spotted. The left hip is used for medals and awards while the right hip is reserved for crew patches. This assists in identification of the wearer's ship and credentials, denoting their standing in Senti hierarchy. The left breast features the wearer's first name and rank. Underneath the name is their Civil Service emblem, if applicable.

If the wearer owns a service knife, they may include a holster on the right hip for the service knife. Located between the armor panel and the suit's outer shell, this holster is normally custom shaped for the knife.

OOC Notes

This page was created by [Madi Harper](#) on 2020/03/19

[IQ](#) reviewed grammar and vocabulary and made corrections where needed. 'Sindarin' is the recommended font for patch text in art featuring the Senti Space Suit.

Art will be posted once available.

- [Approval Thread](#)

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