

Nekovalkyrja Skinsuit, Type 32

The Nekovalkyrja Skinsuit is a uniform of the [Star Army of Yamatai](#) that is used by the [Nekovalkyrja](#) on [Uesu's Fleet](#) and was created in [YE 32](#). [Uesu's Fleet](#) created this uniform but it has never been used outside of their uniforms or in the SAoY.

Design

The skinsuit consists of a form-fitting Lycra-like polymer material that is highly resistant to tears, radiation, and fire. Its appearance resembles a swimming wetsuit. It has a turtleneck collar and a prominent second collar around the shoulders that contains an inflatable clear plastic helmet bubble that automatically and instantly deploys in low pressure conditions such as explosive decompression. In the helmet bubble is a small mic with which communication can be made with laser or radio. In the right shoulder collar is a miniscule subspace radio system that has a range of 500,000 miles which can also be used for an emergency distress beacon. There is a heavy-duty black zipper that runs down the front. The skinsuit has additional seams and zippers around the waist and thighs where it can separate.



Appearance

The suit is mainly cadet blue and dark teal. The dark teal can be seen on the arms, chest, collar, and stomach. This swathe of dark teal ends at the small of the back where the front zipper meets the back of the suit. At the front of the body, the teal part of the upper body ends at a point in the center of the body, just below the belly button. Below this is the cadet blue part of the uniform that resemble 🚲cycling shorts. Then the rest of the legs are dark teal and have a 🚲stirrup pants heel. The heeled boots are cadet blue and reach a few inches below the knee. The heavy zippers are black and so are all the accessories save for the gloves, which are cadet blue like the boots and are fingerless, though they seal airtight when activated to make it an environmental suit.

Accessories

The left forearm has a metal forcefield-projection attachment while the right forearm contains a hard light projector capable of synthesizing various blades, tools, and displays.

The skin has a set of boots and gloves that can form an airtight seal to make the skinsuit into a basic environmental suit.

The skinsuit has a pistol belt with a drop holster.

There is a matching tactical vest for the skinsuit. It provides good protection against most small arms and features a universal smart slot on the back that can grab onto any weapon and hold it securely using a combination of magnets and rubberized arms. It also has an oxygen tank, an insulated water tank, and a small synth-spray medical kit. It is set up for pouches to be attached to the straps on it.

Getting In and Out

The item is gotten in to by unzipping it all the way until one gets to the bottom of the zipper, located just below the small of the back. Then one would face the skinsuit away from them and get into the legs of the suit as if putting on tights, rolled up slightly and loosened as the leg pulls the material onto it. Once the legs are both inside of the skinsuit, one would bring the zipper carefully from the back of the body, over the groin and then belly button. Then is a good time to put on the upper half of the suit as if putting on a cardigan, one arm at a time. Then bring the material over the chest and zip up the rest of the suit, all the way to the turtleneck collar.

To get out, pull off the sleeves once it is fully unzipped and then pull off the legs.

To put on accessories:

- clip the pistol belt around ones waist
- attach drop holster around ones legs
- pull heeled boots up one after another
- put gloves on hands
- bring arms through vest's holes

Taking Off All Those Clothes

To take off the leg attachments have the boots removed and bring the zippers that are begin and end on the outer thighs along the thigh and back to the outer thigh on each side to unzip them. Then pull the leg attachments off as if pulling off tights. To unzip the upper part of the suit, unzip at the center of the belly all the way around the body and after it is unzipped, bring it up and over the stomach and up until reaching the bottom of the chest by folding it every few inches.

Pins and Patches

There are places on the suit for rank pins and fleet patches to be attached on pieces of attaches fabric so the air pressure of the suit is never compromised. There is a standard [Star Army Hinomaru](#) on the suit on the right arm below the shoulder and above the elbow equidistant. The rank pin goes on the left breast and the fleet patch at the top of the person's left shoulder.

OOC Notes

Originally created by [Wes](#)

Revised by [Ametheliana](#)

Approved [here](#).

From:
<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:
https://wiki.stararmy.com/doku.php?id=faction:uesureyan_star_empire:uniforms:nekovalkyrja_skinsuit_type_32

Last update: **2023/12/21 04:25**

