

Spacesuit

A spacesuit (sometimes written as “space suit”) is a wearable protective bodysuit that provides protection again the inhospitable vacuum of space. In the [SARPIverse](#), the spacesuit is an integral piece of equipment for [characters](#) to dare to the leave the safety of habitable worlds and visit the rest of the [Places](#) of the [Star Army setting](#), where a well-maintained spacesuit can easily mean the difference between life and death. Suits of [power armor](#) such as the [Ke-M2 "Mindy" Series of Power Armor](#) can also be used as a spacesuit.



History

In [YE 28](#), [Emrys Industries](#) invented the [EM-G1 Emrys Dusk Suit](#). The [Star Army of Yamatai](#) took notice and quickly adopted their version of it, the [Star Army Environmental Suit, Type 28 \(AMES\)](#), which was added to the [Star Army Standard Issue Items](#) and heavily used ever since.

Circa [YE 29](#), the [Lorath Self Defense Force](#) used the [M37/38 Environmental Battledress Uniform](#).

In [YE 32](#), [Kaiserlich Waffenerbauer](#) began production of the [Abwehran Skinsuit Mk II](#).

In [YE 33](#), [Emrys Industries](#) released the [EM-G7 Emrys Environ suit](#), which became part of the [Nepleslian Standard Issue Equipment](#).

In [YE 45](#), the Star Army began issuing the [Star Army Explorer Uniform](#), a service of light spacesuits that can be used without helmets through use of atmospheric containment force-fields to create an air bubble around the head.

Description

Spacesuits vary in design and origin, appearing in diverse forms ranging from bulky old-school astronaut suits to revealing skin-tight bodysuits. Some spacesuits are also designed for combat. All spacesuits have:

1. **Environmental Systems:** Spacesuits must
 - Provide breathable Oxygen
 - Remove excess carbon dioxide
 - Maintain sufficient pressurization ¹⁾
 - Provide temperature through insulation and cooling ²⁾
2. **Mobility:** The key feature of spacesuits is being able to move around and grab things.
 - Spacesuits have joints that let humanoids move in familiar ways.
3. **Protective Features:** Spacesuits should protect the user against:
 1. Radiation
 2. Micrometeorites
4. **Communication:** Spacesuits require ways to effectively communicate in space.
5. **Waste mitigation:** Spacesuits need a way to deal with the user's bodily functions if necessary

Additionally, many spacesuits have tethers to attach to starships and space stations, and some sort of propulsion (such as cans of compressed air) for short bursts of movement.

Usage

Spacesuits used in some form by every [Faction](#) that travels in space.

[Freespacers](#) rarely leave their suits at all.

OOOC Notes

[Wes](#) created this article on 2023/09/25 17:26. I made this page because there was no central place to find information on spacesuits overall in the Star Army RP. Please feel free to add an relevant or missing information.

Products & Items Database	
Product Categories	survival
Product Name	spacesuit (generic)

1)

note: It's enough to mechanically pressurize the body to prevent expansion

2)

In space only radiation and conduction (not convection) are available

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