Mk 0 "Voron" Armor

This set of armor is currently owned by Desmond Stroud. Made with the new Custom Apparel Guide. It was built on Bastia.

Body Armor

- Type: SynAras, Ballistic Mesh, Composite and Durandium body armor
- Role: Full body armor
- Mass: 1*10 + 2*10 = 30 lbs (13.6kg)

Description:

The bulk of the armor, per se. This piece of equipment can be worn over regular clothing and is a mix of soft and hard body armor designed to cover the vital areas of the wearer. The front and back of the chest, as well as the armored collar and abdomen of the armor are covered by Durandium alloy plates, while the underneath it and the ones that aren't covered by the hard armor are protected by a mix of SynAraS and ballistic mesh.

The armor is reinforced with a fibrous weave of nanotubes, greatly increasing its durability and protection, connecting to the helmet and the computer's PDA through the armor's powered weave underneath. Pouches can be attached to some of the hard plates on the chest. Another important characteristic is the treatment applied to the armor which makes it more resistant to beam weapons.

The plates that cover the shoulders, thighs, knees and shins are made of composite, ligther than the Durandium alloy as to not hinder the wearer's movement too much. Hidden underneath the backplate of the torso armor are the two rechargeable batteries and the components for the pocket computer.

Although it might look stifling, the armor is far from it, as the fabric wicks the fluid away while keeping it impermeable from outside moisture and water.

Field Maintenance Procedure: Remove batteries for recharging and clean after every mission. Individual parts will have to be replaced if damaged beyond repair. Store in a clean, dry environment, preferably next to the helmet.

Helmet

- Type:SynAraS, Rubber, Composite and Ceramic Helmet
- Role:Hazard Helmet
- Mass: 6 + 2 = 8 lbs (3.6kg)/(2.4kg without faceplate)

Description:

The set owes its name to the shape of the helmet's faceplate, which when looked from the front distinctly reminds the viewer of a raven's head. Dark in color for the most of it, only the faceplate is of a lighter shade of gray, further enforcing the impression.

The actual helmet covers the entire upper part of the head, down to the forehead at the front, while the fixed earpieces protect the sides, and the the back part of the jaw, where the harnesses for the strap are located. The back of the helmet covers the back of the head a until a little over where the skull connects with the neck. The insides of the helmet are also padded to prevent injuries from impacts.

The faceplate, which can be detached and attached in a matter of seconds, seals the helmet against sounds and air once attached, leaving the audio and visual aquisiton up to the actual helmet. The two circular visors in front of each eye are actually made of transparent durandium, making them less of a weakspot. Inside them, the wearer has access to a holographic HUD, which feeds him information collected by the sensors. the HUD can be customized outside with a personal computer device, or while the helmet is being used through the neural interface.

Inside, the helmet is padded to prevent injuries from impacts, there is also a layer of SynAraS under it, followed by a layer of industrial rubbers to keep the helmet sealed from the outside air unless it's coming through the faceplate's filters. this helps seal the helmet against any chemical contaminants, while also making it virtually soundproof, leaving the sound aquisition and regulation completely up to the software, protecting the wearer from sudden loud noises. The only part that isn't padded is the detachable faceplate.

Once sealed, the helmet can either filter the air with the two, cylindrical filters on the sides of the faceplate, or it can use the internal, high pressure oxygen tank that is stored between the armor plates on the back of the suit when the atmosphere is unbreathable or a contaminant can seep through the filters. The small oxygen tank has an operational life of thirty minutes at normal output, although the pressure can be lowered or increased through the neural interface.

Above and to each side of the helmet are located the sensor units. To the left side is the flashlight[1] and infrared sensors, while to the right is the rangefinder and the rest of the sensor suite. Thin cables connect the back of them with the back of the helmet, where the data is fed to the helmet's software and translated into information on the HUD for the wearer to see.

Field Maintenance Procedure: Remove battery for recharging and clean after every mission. Individual parts will have to be replaced if damaged beyond repair. Store in a clean, dry environment, preferably next to the armor.

Materials and Pricing

- **Head**
  - Hazard Helmet (Light: 2/Heavy: 3)
    - Time limit 2 hours (140 ks)
  - Materials:
    - Heavy:
      - Durandium x 1120ks
      - Composite x1 - 100ks
      - Ceramics x1 - 80ks
    - Light:

- Synthetic Arachnid Silk x1 - 80ks
- Rubbers x 1 - 15ks
  - Upgrades:
    - Base:
      - Fluid Wicking -50ks
      - Heavy Fibrous Weave -100ks
      - Insulation -60ks
      - Power Weave -100ks
    - Coating:
      - Beam Dispersing -150ks
    - Electronics:
      - Comms system -70ks
      - Rangefinder - 100ks
      - UV Filter/Light Amplification -60ks
      - Neural Interface (limited) -300ks
    - Layer:
      - Anti kinetic padding -200ks
    - Power Source:
      - Battery, rechargable -115ks
  - 1,840KS total

Armor

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Full body armor (Light: 10/Heavy: 12)
    Materials:
        Light:
            Ballistic Mesh: 4 -200ks
            Synthetic Arachnid Silk: 6 -480ks
        Heavy:
            Composite: 8 -800ks
            Durandium/Simular Alloys: 4 -480ks
    Upgrades
        Based:
            Grounding - 80ks
            Fluid Wicking - 50ks
            Heavy Fibrous Weave -120ks
            Reduced plating:4 -no cost
            Power Weave -100ks
        Coating/Plating:
            Beam Dispersive -150ks
        Powered Upgradoes:
            Pocket Computer -400ks
        Power Source:
            Battery, rechargable x 2 -230ks
            -3090KS total
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Total: 4930 KS = 9840 DA

OOC Notes

[foxtrot_813](#) created this article on 2015/02/20 06:17 using the new Custom Apparel Guide.

[1)](#)

just in case

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