

Max's Custom Equipment

This page details the equipment of [Maximillian Keno](#).

Max's Jacket

- Type: SynAraS Jacket
- Role: Protection and aesthetics
- Mass: 4lbs

Description: Being a gambler, but also liking the idea of keeping his skin intact as long as he can arrange for it, Max got a jacket commissioned for himself as a bit of insurance. Made to look almost identical to his tuxedo jacket, it's actually made of tightly woven SynAraS, lined with anti-ballistic composites, and coated in beam dispersive materials, it's enough to shrug off a limited amount of small arms fire. It has a holster built into a hidden pocket in the jacket's breast, designed specifically for his Zen Covert.

Field Maintenance Procedure: Depending on the amount of abuse it receives in the field, armor may require occasional to frequent maintenance. For the most part, Max has to take the jacket to a professional to get it serviced, since he has little to no handy skills.

Max's Body Armor

- Type: Full Light Body Armor
- Role: Protection
- Mass: 27 lbs

Description: The other end of the scale from his jacket, Max commissioned this armor for when he's fairly certain he's going to be shot at, rather than just being careful. Built on a SynAraS core, the armor utilizes a composite system of impact resistant polymers and duramite to provide fairly lightweight protection that is still heavier duty than just about anything else he owns. It's enhanced with a powered weave throughout the system, and has advanced fluid wicking properties built in, as well as a heavily tightened weave for the SynAraS portions, and a coating of beam dispersive materials.

There are several minor upgrades built into the system as well, the most obvious of which is the comms system he had built into the collar of the armor. It also has thermoptic camo, sensor bafflers, mechanical servos, a machine interface system, air conditioning (and regulation), and a pair of special holsters built into the armor itself, one on his hip for his Zen Covert, one on the other hip for his knife, as well as the attachment points for several more holsters as needed on the chest, waist, and small of the back. All of this is powered by a remarkably small set (4) of rechargeable batteries that allow for roughly 8 hours of continuous usage of the systems, and take about 2 hours to fully recharge.

He also keeps an image of his current rank stenciled onto the left breast of the armor at all times, since it's non-standard issue, just to avoid confusion.

Field Maintenance Procedure: The armor requires up to 2 hours of charging for its powered functions after use, but it was designed with irregular maintenance schedules in mind, and needs very little in the way of regular maintenance as a result unless something seriously breaks down. Periodic maintenance from a well trained armorer is a good idea though.

Max's Helmet

- Type: Duramite Hazard Helmet
- Role: Protection
- Mass: 4 lbs

Description: Max had a helmet commissioned to go with his body armor, as leaving his head open as a target seemed like the wrong kind of gambling to his mind. Made out of formed duramite, with custom formed padding on the inside to fit his head properly, designed properly to wick the fluid away from his face and head to keep him cool. With a built in power weave to power its internal systems, and repair nanites to maintain the integrity of its systems, along with a reflective beam coating to protect against energy weapons fire.

It has a comms system of its own, designed to tie into the more complex comm system built into the armor, as well as a specialized rangefinder, sonic filters, and light filters. It's finished off by an external sensor network, mostly built into the backside of the helmet, and thermoptic camo, with a pair of battery ports near the base of the neck on the back side.

The helmet is designed to seal into the body armor, creating an airtight seal when it does so, allowing for the suit to be used (on a short term basis) for extravehicular activities. It doesn't maintain a dedicated oxygen supply, so its duration for purely internal usage is extremely limited, but enough to protect in the short term against most airborne threats, or a sudden loss of atmosphere.

Field Maintenance Procedure: The helmet is too complex and delicate to be properly maintained in the field, outside of the limited repairs the nano systems can do on their own with materials. A full on technician is needed for full repairs.

Max's Knuckleduster

Classification

- Type: Knuckleduster
- Mass: .5kg

Components

- Molecular Knit [Osmiridium](#)
- Electrified

Description: A fairly simple weapon, Max wanted a set of knuckledusters of his own, made out of much

higher grade materials than usual, so he commissioned his set, got them built to be electrified, and was content with that.

Max's Knife

Classification

- Type: Transparent Steenplast Knife
- Mass: 1.1kg

Components

- Molecular Knit [Transparent Steenplast](#)
- Monomolecular Edge

Description: Rather than carry a normal knife, Max had a special knife made, mainly just to ensure the quality, and the fit for his hand was *just* right. Made out of a specialized steenplast material of transparent durandium, the knife is almost see-through, and is built to be remarkably flat for concealment, with its hilt wrapped tightly in ballistic mesh, and formed to the shape of his hand to ensure grip. He had a specialized SynAraS/leather sheath made for it, with a lining of durandium., and the proper attachment points to either secure it in a concealed location, or simply attach it onto a standard sized belt.

From:

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

Permanent link:

https://wiki.stararmy.com/doku.php?id=items:unique:maximillian_keno:customequipment

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

