

NH-29 Abilities

What we're going for with the NH-29 is a return to the "classic," natural Nekoalkyrja, that is a bit toned down so it's more fair. -Wes

Lifespan

The NH-29 Nekoalkyrja boasts a longer lifespan than any other NH type except for the NH-22C/Yamataian, being able to reach an approximate lifespan of a century, barring unnatural death. Built NH-29s are full grown, but born NH-29s take, with proper nourishment, 3 months for their bodies mature from their miniature state to adulthood. Their physical appearances only starts changing around their 75th, when they start showing signs of aging.

Increased Strength

While not as fabulously strong as the other combat-dedicated Nekoalkyrja types, the average NH-29 still has an impressive strength for her size, her sleek muscles an able match to the brawns of a very well-built human. It is possible (not very difficult) for a Nekoalkyrja NH-29 to carry up to 250 kilograms of weight in 1G (550 lbs). Essentially, carrying normal soldier gear is never an issue for them and it's more a matter of how bulky or balanced objects are than how much they weigh.

Feline-like Agility

Nekoalkyrja possess staggering agility - acrobatics and gymnastics being second-nature to them. Their nimbleness and balance considerably exceeds that of humans.

Solid Bio-Metabolism

A Nekoalkyrja is doted with a robust metabolism that makes her nigh impervious to disease and toxins. She can also process food much better than a human, leaving behind minimal wastes (urine mostly) and being capable of drawing sustenance from about everything edible : this includes tree bark, salt water, edible plants, even garbage...though more foreign elements will require more energy expenditure to break down (and would make her use her anus). The NH-29's lower power output compared to its other sister types allows her to have a much longer running time with the same amounts of resources.

Internal Hemosynthesis Capabilities

The NH-29s can recover from severe physical trauma thanks to a host of nanomachines whom saturate their bloodstream. This allows them to regenerate wounds, restore organs and even regrow limbs, the

process taking as long as 72 hours to restore a crippled NH-29. Unlike some earlier model Nekoalkyrja, the NH-29 does not have external hemosynthesis capability and cannot form objects out of its blood for purposes other than that of self-repair.

Enhanced Senses (Eyesight, Hearing)

Nekoalkyrja eyesight is typically equal to that of a human, though the NH-29 can use its hemosynthesis to adapt its retina to perceive other visual spectrum such as infrared vision, ultra-violet vision and so on. The Nekoalkyrja's distinctive ears are more than just fuzzy and cute : they are sensitive, can move to perceive sounds in three dimensions and even their small hairs can help gauge wind speed and humidity.

Digital Memory

The Nekoalkyrja has a computer-like mind that allows her to store information in an organized recording of video, audio as well as the documentation of thoughts and data. Through telepathy, she can share information, transferring to other Nekoalkyrja, computers or even portable media. At the onset of a built NH-29's life, their main source of initially learned material is stored before birth, including general knowledge and some military training information.

Inertia Controlling Ability

Ability to manipulate gravitational, electrostatic and magnetic forces to allow a Nekoalkyrja's body to self-propel itself in zero to two gravities. They can hover around up to speeds of about 110 kilometers per hour (70 mph) in any direction.

Wireless Communication

Possible to project or perceive wireless transmissions over a range of 250 kilometers (155 miles) as easily as it would be with vocal speech. A NH-29's computer-like mind can encrypt their transmissions to make them undecipherable by anyone but the intended recipient. Nekoalkyrja can transmit text, audio, and/or video.

Somatic-Projection Interlinked Neural Ensemble

NH-29 Nekoalkyrja are equipped with a spinal column augmentation that allows them to mentally interface with Type-29 equipment. This makes it possible for the Nekoalkyrja operator to move a mecha or a vehicle as if it were her own body thanks to near-total neural immersion in the system being used.

Skin-based Holographic Projection

NH-29 Nekoalkyrja have the capability to produce holograms in close proximity to their skins. The most common uses for this ability are the projection of illusory clothing, cosmetics, or even the apparent change of one's features such as eye and hair color. Fixed holography like clothing can be maintained indefinitely as long as the neko remains conscious and clear headed.

Note: Due to their regenerative abilities, NH-29 Nekoalkyrja can not use cybernetic implants. It also prevents them from scarring.

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