

# L'Kor Power Armor

The [L'Kor](#) power armor was designed by their military for their use.

## About the Armor

The L'Kor power armor was designed to be a front runner in any war or battles the L'Kor may face. It was created 10 IL ago (Or 5 [YE](#)) and remains to be the front runner in L'Kor power armor technology, though other prototypes are still in the works.

It can use several weapons that are affixed to hardpoints of the power armor and utilizes FTL space travel as well as STL and atmospheric travel.

It employs aether technology, which was given to them by the [Kuvexians](#).



Damage Rating	
Placement	Tier
<b>Hull</b>	Medium Armor (5)
<b>Shields</b>	Medium Armor (5)

## Appearance

The suit has glowing red eyes that are hostile and piercing atop a beaked, angular head. The plating of the suit is green and gold. The wings of the L'Kor power armor are plated gold and furl and unfurl with the movement of the wearer's wings. There are spikes that come from the knees and elbows and can be used in melee attacks. The claws of the feet are fitted in to the design and allow for gripping of prey.

## Advantages

The suit is a great melee and long-range weapon and defensive unit.

## Drawbacks

The suit is not capable of teleportation.

## Mobility

- Turbo aether:

Maximum atmospheric speed (For earth-like worlds): 1480 kph (920 mph), Mach 1.2 at sea level

Maximum space speed: .25c

- Transuniversal warp:

Max STL in atmosphere: 150 kph (93 mph)

Max STL in space: 0.25c

Max FTL in space: 8c

## Armor Size

<b>Height</b>	219.5 cm (7' 2")
<b>Weight</b>	150 kg (330 lbs)

## History

Created only recently, the L'Kor power armor has been tested mostly on one another and other power armor, such as the [Kuvexian Navy Power Armor](#) in mock battles. It proved reliable against them, though the Kuvexian power armor is certainly superior to the L'Kor's. Despite that, a large grouping of the L'Kor power armor is capable of taking a smaller group of Kuvexian power armor if strategized properly.

## Inside

The Armor is lined with specially designed insulation so that it can keep a pilot's atmosphere in their suit, as well as keep ambient radiation out. The suit's insulation also expands to fit snugly against the pilot to ensure a good fit. It is also fitted with a catheter for long duration missions, as well as an onboard trauma kit.

The Trauma kit uses the expanding insulation to do things such as set broken bones, create tunicates for blood loss, etc. It also had onboard painkillers and multiple other medications that can be useful in the field to get a soldier home safely.

## Getting In and Out

The armor opens up from the back and the L'Kor will step into the legs and then put their arms through the sleeves. There are forward facing and back facing slots for their wings which they fit them into one at a time.

## Controlling the Armor

The neural interface device that is placed in the helmet of the power armor connects directly to the brain of the L'Kor. Their decisions control the power armor and move it one way or another.

## Systems

The systems on the L'Kor power armor range from weapons, stealth, life support, sensors, and communications.

## Armor

The plating of the L'Kor power armor is made of a strengthened alloy, called K'Lopt, on the under layer and a secondary layer of metamaterial, called D'Mer.

## Camouflage

The stealth system on the L'Kor power armor allows it to blend in to its surroundings both visually and on sensor readouts. The optical camouflage can fool any combatant looking at them with the naked eye. The suit is also designed to deflect radar and sonar emissions, making the suit fairly stealthy. It also is capable of mimicking background radiation and heat levels with 60% accuracy.

## Life Support

The L'Kor power armor employs a rebreather, nutrient-rich water supply, oxygen supply, and food stuffs in a sealed container. A catheter is included to alleviate urinary issues.

## Power Systems

Aether generator supply is housed in the back of the armor between the wings in two separate packs that latch together when the suit is fully on the L'Kor. A battery capacitor system is there, as well.

## AI

The L'Kor power system's computational processes are done by a powerful AI that is known to be stern and domineering.

## Sensors and Communications

The L'Kor power armor uses sensors, communications, and computing systems that make it capable of differing forms of communication, processing, and tracking enemy forces. The L'Kor suit's sensors are all equipped with standard RADAR, sonar, EM emission sensors, thermal emissions and more. These sensors can be used in two ways: *passive* and *active*.

In a passive scan, the suit does not emit any RADAR or sonar, instead relies on other signals like enemy radar pings, to hit it. This increases the suit's stealth.

In an active scan, the suit powers up all its scanners, firing off all of the sensor suite to form a more complete and comprehensive picture of the suit's surroundings. This however can be detected by another suit so it will decrease the suit's stealth.

The suit uses tight beam laser communication for seamless communication. It is also very difficult for the enemy to listen in because they would have to be in the direct path of the beam, and have the cypher to unscramble the code. When this fails, the suit has secondary and tertiary communication arrays, which rely on radio communication.

The armor can communicate via:

- Subspace Radio (FTL)
- Laser Beam
- Voice, via microphone and loudspeaker
- Conventional Radio

Its sensors include:

- Optical tracking systems in the armor.

- Two imaging arrays (1 forward, one behind)
- Night vision
- Thermal viewing
- Ultra Wide Band RADAR

## Main Weapons

The main weapons on board the L'Kor power armor are listed below.

### **(4): LM-14-01 Missile Rack**

The missiles on the L'Kor power armor have a salvo size of two and are vehicle-mounted.

Location: Vehicle-Mounted Purpose: Medium Anti-Armor, Anti-Vehicle Secondary: Anti-Starship Salvo Size: 2 Damage: T5, Electrical Damage

Range: 45 KM in Atmosphere, 4.5 Light Seconds in Space Rate of Fire: 1 salvo every 10 Seconds Area of Effect: 5 Meter 'Geyser' Muzzle Velocity: Mach 7 in Atmosphere, .2c in Space Ammunition 10 Missiles

### **(2): MP-23-01 Punchers**

These weapons are affixed to the knuckles of the L'Kor power armor. Damage: T5, Electrical/Kinetic Damage Location: Hands Purpose: Medium Anti-Vehicle/Anti-Infantry Secondary: Anti-Shield

### **(1): PR-1-25-01 Cannon**

The forearm cannon is a mainstay of the L'Kor power armor. Location: Forearm Purpose: Medium Anti-Armor, Anti-Mecha Secondary: Anti-Shield Damage: T5, Electrical Damage Range: 4 KM in Atmosphere, 20 000 KM in Space Rate of Fire: 100 RPM Area of Effect: 1 Meters Muzzle Velocity: .2c

## Secondary Weapons

Secondary weapons are listed below.

### **(2): KU-90-01 Missile Pods**

The missile pods disperse and cause electrical damage. Location: Forearms Purpose: Medium Anti-Armor, Anti-Vehicle Secondary: Anti-Shield Salvo Size: 5 Damage: T5, Electrical Damage

Range: 15KM in Atmosphere, 10 000 KM in Space Rate of Fire: 1 salvo every 15 Seconds Area of Effect: .5

Meters Muzzle Velocity: Mach 4 in Atmosphere, .2c in Space Ammunition 30 Missiles

#### **(4): LU-56-01 Laser Array**

The rear and torso positioned laser array are capable of being point defense weapons. Location: Rear, Torso Purpose: Point Defense Weapon Secondary: Light Anti-Armor / Anti-Infantry Damage: T4

Range: 4 KM in Atmosphere, 200 000 KM in Space Rate of Fire: Can maintain up to 6 beams simultaneously. Muzzle Velocity: 1c

#### **(4): PO-87-01 Laser Array**

The shoulder mounted lasers are made to provide additional assistance in taking down enemies. Location: Shoulders Purpose: Light Anti-Armor/Anti-Vehicle Secondary: Navigational Protection Damage: T4

Range: 8 KM in Atmosphere, 200 000 KM in Space Rate of Fire: Beam can be maintained for up to 30 seconds. Cool down is 1/4 of projection time. Muzzle Velocity: 1c

### **Hardpoints**

See [L'Kor Weapons](#).

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